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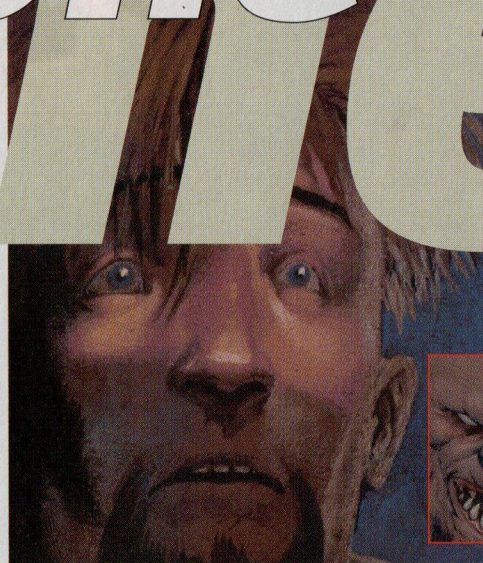
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LEGAL STUFF

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"This is all the action you can handle."

Our Top Story tonight

If you've been reading this column, you already know that I'm pretty much a geek. I game. I watch all the *Star Trek* series religiously (even *Voyager*). I've watched every episode of *Babylon 5*...in order...twice. In fact I hardly ever watch a show, see a movie, or pick up a book outside the twin genres of fantasy and science fiction (SF; I never say "sci-fi").

I can trace my passion for fantasy and SF back to sixth grade, when my reading teacher, Miss Ellenwood, assigned us *The Hobbit* to read. I loved it so much I read the entire Lord of the Rings trilogy that summer, just for fun. Tolkien hooked me on reading.

Reading is simply the most important activity you can do. And I'm not saying that just because I'm an editor.

From there I moved on to the hard stuff: Arthur C. Clarke, Isaac Asimov, and Larry Niven (sometimes with Jerry Pournelle). I devoured book after book and eventually joined the Science Fiction Book Club (I'm still a member).

As the world started to catch up with the geeks, I began to enjoy SF on the big screen. I saw *Star Wars* about 20 years before George Lucas even dreamed up the words "Special Edition." Three of my top five favorite movies are fantasy or SF titles: *Star Wars*, *The Matrix*, and *Blade Runner*. Today mainstream networks provide fantasy and SF fare all week long, and there's an entire cable channel devoted to the genre.

Unfortunately, the mainstreaming of SF has distanced me from my original passion—reading books. Long ago, reading was the only way to feed my fantasy and SF habit and, if you ask me, reading is still the best way to experience other worlds. Sure, special effects are incredible today, but they can't compare to the effects you create in your mind when you read a book. And I hope they never do. Reading is simply the most

important activity you can do—and I'm not saying that just because I'm an editor.

So it's pretty exciting for me to work for a company that truly values the written word. Every game we make depends on reading cards or handbooks or adventure supplements. Most of these games have even built up imaginary worlds that help immerse the players in the environment and the fun of the game. So you can imagine you are Urza Planeswalker or Elminster or Ash Ketchum while you play the game (with cool special effects, too).

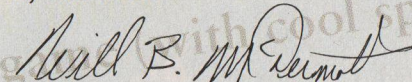
One of my favorite characters from our games is Crovax. I "met" Crovax when I edited a series of short stories by J. Robert

King for *Duelist* magazine. Crovax is a heroic character who was doomed by his love for the fallen angel Selenia. With his words, Rob King painted a portrait of a great hero, which made Crovax's fall from grace during the **Magic: The Gathering—Exodus** expansion all the more moving.

With the release of *Nemesis* (both the card set and the novel by Paul B. Thompson), Crovax completes his transformation into a villain. I can't wait to read the book. You can get a taste of what lies ahead for Crovax in our graphic novel on page 39.

If you'd like a more interactive role in the **Magic** story, turn to our "Who Gets the Axe?" contest on page 22. Try to figure out which characters won't make it through the novel alive. If you're right, you'll have a chance to win Crovax's axe: a \$1,500 replica of the axe Crovax carries (shown on the cover of the magazine and on the cover of our center section).

Now get back to reading *TopDeck*. My show is on.



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INCREDIBLE JOURNEY

Now that was interesting.

No sooner do I escape from those damn, dirty elves, (Amnesty International will be hearing from me, I can assure you) than I hook up with this talking dog and two talking cats. Seems they were walking home, too, and as it happened, they lived only a few blocks from TopDeck's secret underground headquarters! Several adorable adventures later, the four of us arrived at the offices to find that my old arch-nemesis, the Letterbot 707-Thousand, had the editorial staff treed and was poking them with cattle prods. Fortunately, I used my extensive *Star Trek*-derived robotics knowledge and convinced the 'Bot that it was time to go to sleep. Never you mind how, I just did it, okay? Now on to this month's letters!

BAD MARKETING

[Editor's Note: The following email originally appeared in all caps. We've decided to spare you that, but we're too tacky not to mention it. Red highlights ours.]

My 8-year-old daughter was allowed to buy a **Pokémon** magazine [presumably TopDeck #1, Nov. '99]. Inside the wrapping of the magazine there was a pack of **Magic** cards. **Pokémon** is intended for 7- to 10-year-old kids. How could you think it appropriate to subject an 8-year-old to **those sick and disgusting cards**? I showed them to all the people in our office; we all felt the same! It makes me wonder about your objectives when trying to introduce young children to **your Satanic crap**. **Pokémon** is all based on hype that is allowed by the parents. This kind of action has caused me to not want my kid to have anything to do with **Pokémon**!!! Tell your marketing people to pull their head out!!!!

Sent via email

██████████@email.msn.com

[Editor's Note: I'm going to let our Group Publisher field this one.]



Things would never be equal. When we developed TopDeck magazine, we recognized that designing a "one size fits all" magazine for the players of trading card games and light strategy games was a difficult proposition. Game players who enjoy playing for one to two hours at a given session come from all ages and lifestyles. The coverage would never be equal or entirely "fair" to the adherents of one particular game. We decided early in the process that we wanted a magazine in whose pages every gamer could find a home. **Pokémon** players would have a home written to a younger reading level to reflect the largest age demographic of that product. **Magic: The Gathering** players would have a very different home, written to a teenage level. Other coverage would reflect the subject matter.

We believe that those who like the **Pokémon** trading card game will eventually like our upcoming wrestling game or one of our relatively easy-to-play ARC series games like **C-23**, **Hercules**, and **Xena**. And yes, some **Pokémon** players enjoy the strategies of deckbuilding so much that they are getting into the **Magic: The Gathering** game as well as the **Pokémon** TCG. TopDeck is for strategy game enthusiasts no matter what their age demographic may be. However, we did recognize that the **Pokémon** players, in particular, are younger than the players of other card and electronic game, so we put a parental warning on the

front page of the "**Magic Zone**" section. We have even considered sealing "The **Magic Zone**" so that parents will know if their children have opened it.

Of course, that wouldn't answer your concern. The Mercadian Masques cards of which you disapprove were in a sealed package—a package labeled "Expert Level" and clearly stating, "These collectable cards represent magical spells and fantastic creatures." We hoped that this, like the warning on the front page of the "**Magic Zone**," would provide enough information to enable disapproving parents to monitor or forbid their children's access to materials they shouldn't see. We didn't place the booster package in the issue to be an insidious, seductive influence. We included the booster so that our dedicated **Magic: The Gathering** players wouldn't get the idea that the new TopDeck magazine was going to forget about them.

Magic: The Gathering is a great game. To describe it as "Satanic crap" is clearly erroneous. It is neither "Satanic," since the game does not reflect anything authentic from the standpoint of Christian theology and would actually trivialize occult ritual from the neo-pagan perspective, nor "crap," since the game is not only a phenomenal economic success in its original releases but engenders a flourishing secondary market as well.

Johnny L. Wilson, Ph.D.

(Old Testament studies)

Group Publisher, *Wizards of the Coast Periodicals*

TRADING PLACES

Dear *TopDeck*,
I am writing to you in regards to your first issue of *TopDeck*. Just as soon as I got done reading the magazine I sent for a subscription to your new magazine (*TopDeck*).

I was wondering, is *TopDeck* taking the place of *InQuest*? In the near future are you guys going to have more on *Magic* than you did in the first issue?

Sincerely,
Lee Crane Jr.
Wellington, Kansas

"InQuest"?

I'm not familiar with that publication. Perhaps you refer to "Another Picture of Charizard Monthly," put out by our friends at Wizard Press. Yeah, we're replacing them. As for your second question, Lee, I hope this issue answers it.

That's all the room we have this month, gentle readers. That talking dog and I have a poker game to get to. Until next issue. Arf.

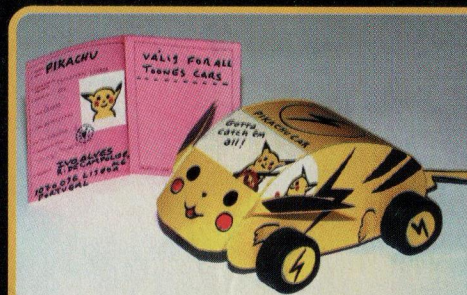


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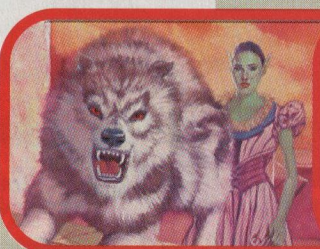
Pikachu, Portugal. Portugal, Pikachu.

Ivo Emanuel of Lisbon, Portugal, lent us this homemade **Pikachu Bug** (we assume we have to send it back as he wrote the return address on the inside of the roof). Sure, it's not *exactly* a drawing, but hey, Ivo had to decorate it with stripes and whatnot. And there's a handy Portuguese driver's license to make sure that the li'l yellow Pika-dude can both drive and drink legally through most of Europe. Expect a big box of **Pokémon TCG** boosters (set to be determined) shortly!

Send your artistic endeavors to **TopDeck Magazine: "TopDrawer," P.O. Box 707, Renton, WA 98057-0707**. Contest ends around the time we put together the letters page. Contest will be judged by people with no artistic skills whatsoever—our editors.



Pikachu Bug by Ivo Emanuel, Lisbon, Portugal.

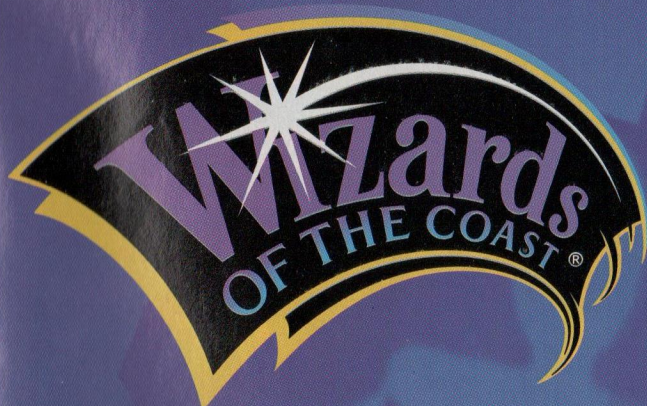


SIT UP. SPEAK!

You don't have to be a loveable doggie and/or kitty to submit your letters, combos, homegrown art, or, um, "territorial markings."

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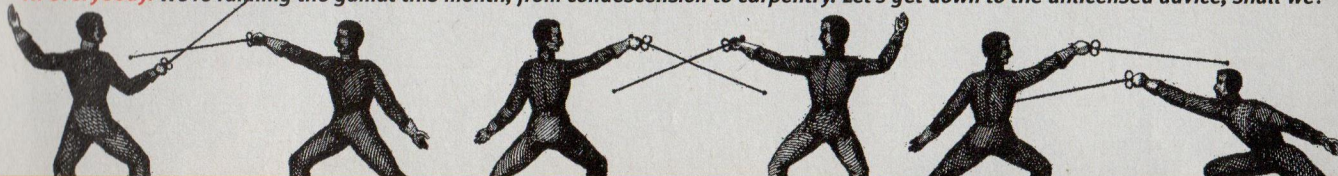


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DUELING EGGS

Hi everybody. We're running the gamut this month, from condescension to carpentry. Let's get down to the unlicensed advice, shall we?



Fightin' Mad

Hi, I'm a Magic player, and I have this thing called a job. This job pays for many of my habits and prevents me from spending all my time [gaming]. Since the dawn of Magic I've been playing, and despite this "job," I've learned what the rules to the game are and how to play fairly well—to the point where I became judge and tournament coordinator at a local hobby store.

I eventually resigned as judge so I'd actually have some time to play in the tournaments there. I do fairly well and usually place in the Top 2, but I'm usually "snuffed" by this **twerp who has nothing better to do than to play Magic 24/7** (which he does, supported by "Mommy

and Daddy's" bank account and the measly money he makes). It's not the losing that bothers me, it's his attitude. He feels everyone is in debt to him for giving the store a name (he made it to the Top 8 in a Qualifier), argues with everyone over rules, mocks decks, and is generally an @\$\$hole.

Here's my problem: I can't get the store to get rid of him. He spends too much money there. I can't play elsewhere, as they don't hold tourneys on my day off, and I'm over 18 so I can't just deck him. **How do I deal with this jerk** [rationally] before I really go off on him?

Scott912

No address given
Probably Scott-Land

First of all, get this all in perspective.

I cut some of the more vindictive parts of your letter—do you approach this kid with the same attitude? If so, it's no wonder he's combative. I gather that he's younger (possibly significantly younger) than you, and here's a grown adult ready to come to blows over TCG etiquette.

Still, no one likes to see someone buy their victories. You (and anyone else at the shop who's tired of this fellow) simply need to find a way to **make a tough deck that can take on one of his all-rare powerhouses**. Beat him decisively. It can be done, the Magic game couldn't survive if one could only make decks out of rares. There are much worse crimes than borrowing a deck archetype, giving it a twist of your own, and using it to clobber someone. Bring him back to "your level," and he won't have any basis for his strutting.

Once you beat this guy at the game (and really, won't that feel better than smashing up your own knuckles on his rock-like skull?), I suspect that everything else will be like water off a duck's back. Just stay cool.

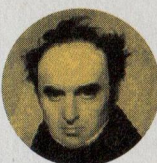
Sidetracked

Well, what is a sideboard?
Please email me back soon.

Brad Rathke

No address given
Possibly Vatican City,
The Vatican

"...we need not strive to repress the emotions which agitate us here."
— Webster



The 1996 edition of Webster's *Unabridged Dictionary* (available at your local library) defines *sideboard* as "A piece of dining-room furniture having compartments and shelves for keeping or displaying articles of table service." For example, "At a stately sideboard, by the wine, That fragrant smell diffused." —Milton. Eventually, sideboard came to be gamer jargon for "where one often hides cards with which one plans to cheat."

Lost World

How many straight losses should a person have before thinking about building a new deck?

Ultimate Loser

No address given
Probably the Tropicana
Hotel, Las Vegas, Nevada

Personally, I like to constantly modify my decks after every loss. However, **some deck ideas simply suck no matter how much you tweak them**. I'd say given 10 straight losses, I'd think about pursuing a different strategy. And for the record, my **Doomtown** Sioux deck is nearing loss #10. I'm gonna miss those guys.



"Who overcomes by force, hath overcome but half his foe." —Milton

Got a burning question that needs a soothing answer? Write!

TopDeck Magazine: "Advice Versa"—P.O. Box 707, Renton, WA 98057-0707

Letters may be edited for length and clarity, or for making a cheap joke at the correspondent's expense.

NOTE: An early typo led the art director to design this page based on "DUELING EGGS." We apologize for any confusion this may have caused. Eggs have almost nothing to do with the topics represented here, although they taste fine.

WHO GETS the



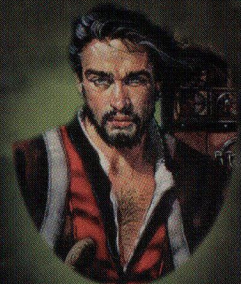
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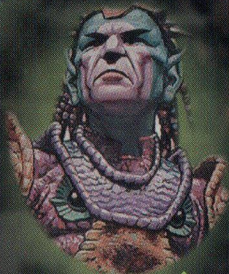
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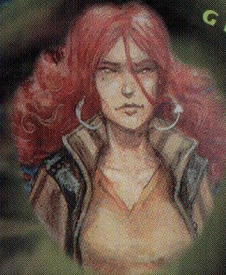
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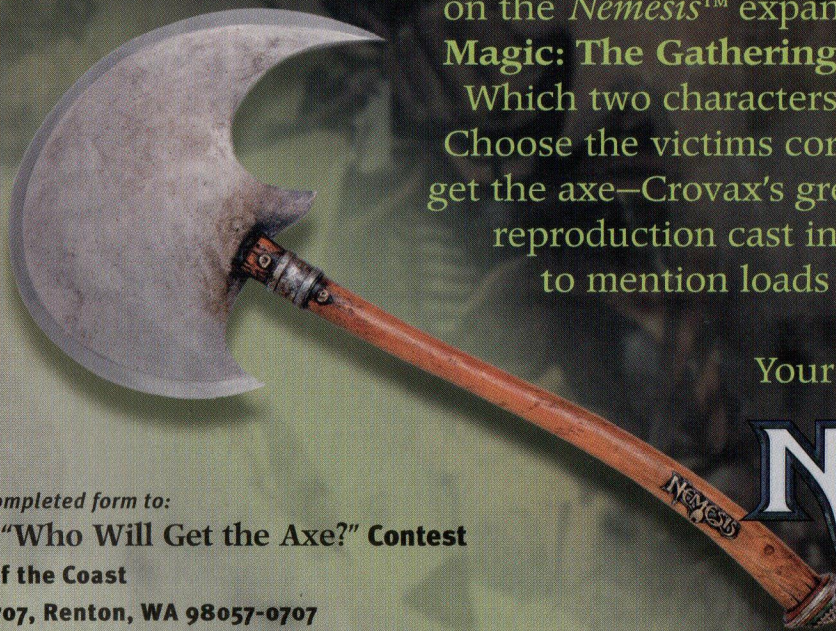
Foul doings. *Evil*, loose upon the land.

Two of these characters will die in the novel based on the *Nemesis*[™] expansion for the **Magic: The Gathering**[®] trading card game.

Which two characters will get the axe?

Choose the victims correctly and you could get the axe—Crovax's great axe—a one-of-a-kind reproduction cast in metal and wood, not to mention loads of *Nemesis* cards.

Your *Nemesis* is out there.



Mail this completed form to:

TopDeck "Who Will Get the Axe?" Contest

Wizards of the Coast

P.O. Box 707, Renton, WA 98057-0707

Name: _____

Address: _____

City: _____ State/Prov.: _____ ZIP/Postal code: _____

Phone: _____ Email address: _____

Birth date (mm/dd/yy) _____

Answers: (1) _____ (2) _____

AXE?



VOLRATH



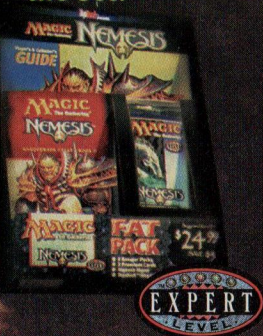
GREVEN IL-VEC



ERTAI



Get the cards
and read the
story behind
the set.



GRAND PRIZE (1):

- Crovax's axe enclosed in a protective display box
- Two display boxes of *Nemesis* booster packs
- All four *Nemesis* theme decks ("Mercenaries," "Replicator," "Breakdown," and "Eruption")
- One *Magic® Interactive Encyclopedia* CD-ROM with free *Nemesis* upgrade
- One *Nemesis* Fat Pack (includes two premium cards, six booster packs, *TopDeck™* magazine *Nemesis* insert, and one *Nemesis* novel)
- One *Magic: The Gathering* playmat courtesy of Khalsa Brain Games

FIRST PRIZE (5):

- All four *Nemesis* theme decks ("Mercenaries," "Replicator," "Breakdown," and "Eruption")
- One *Magic Interactive Encyclopedia* CD-ROM with free *Nemesis* upgrade
- One *Nemesis* Fat Pack (includes two premium cards, six booster packs, *TopDeck* magazine *Nemesis* insert, and one *Nemesis* novel)
- One *Magic: The Gathering* playmat courtesy of Khalsa Brain Games

SECOND PRIZE (10):

- Two random *Nemesis* theme decks
- One *Nemesis* Fat Pack (includes two premium cards, six booster packs, *TopDeck* magazine *Nemesis* insert, and one *Nemesis* novel)
- One *Magic: The Gathering* playmat courtesy of Khalsa Brain Games

Contest Rules

No purchase required. Mail entries to *TopDeck* "Who Will Get the Axe?" Contest, Wizards of the Coast, Inc., P.O. Box 707, Renton WA 98057-0707, U.S.A. No mechanical reproductions of completed forms will be accepted, but you may photocopy the entry form before filling it out. All entries must be received on or before April 28, 2000.

Winners will be selected at random from among all correct and eligible entries by Wizards of the Coast ("Wizards"), at the offices in Renton, Washington, on or about May 5, 2000, and notified by mail within approximately thirty days of drawing. Entries will not be acknowledged, will become exclusive property of Wizards, and will not be returned.

Odds of winning depend on total number of eligible entries received.

Grand Prize (1): Crovax's axe in display case, two display boxes of *Nemesis* booster packs, all four *Nemesis* theme decks ("Mercenaries," "Replicator," "Breakdown," and "Eruption"), one *Magic Interactive Encyclopedia* CD-ROM with free *Nemesis* upgrade, one *Nemesis* Fat Pack (includes two premium cards, six booster packs, *TopDeck* magazine *Nemesis* insert, and one *Nemesis* novel), and one *Magic: The Gathering* playmat courtesy of Khalsa Brain Games.

Approximate retail value \$2,100.

First Prize (5): All four *Nemesis* theme decks ("Mercenaries," "Replicator," "Breakdown," and "Eruption"), one *Magic Interactive Encyclopedia* CD-ROM with free *Nemesis* upgrade, one *Nemesis* Fat Pack (includes two premium cards, six booster packs, *TopDeck* magazine *Nemesis* insert, and one *Nemesis* novel), and one *Magic: The Gathering* playmat courtesy of Khalsa Brain Games.

Approximate retail value \$140.

Second Prize (10): Two random *Nemesis* theme decks, one *Nemesis* Fat Pack (includes two premium cards, six booster packs, and *TopDeck* magazine *Nemesis* insert, one *Nemesis* novel), and one *Magic: The Gathering* playmat courtesy of Khalsa Brain Games.

Approximate retail value \$120.

Prizes are not exchangeable, transferable, or redeemable for cash. No substitutions of prizes will be allowed should featured prize(s) become unavailable, except at option of Wizards. All entries and all rights relating thereto become property of Wizards of the Coast, Inc. and none will be returned. Applicable taxes and fees are responsibility of winners. Noncompliance of time parameters or return of any prize or prize notification as undeliverable will result in disqualification. Contest open only to residents of the United States (except Rhode Island) and Canada (except Quebec). Contest not open to Wizards employees or their family members or affiliates. Contest is subject to national, federal, state, local, and provincial regulations and is void where prohibited or otherwise restricted by law. Winner's entry and acceptance of prize constitutes acknowledgment of the following: permission for Wizards to use, without payment, winner's name, photograph, or other likeness for purposes of advertising and/or promotions; that Wizards has not made, nor is Wizards in any manner liable, any warranty, representation, or guarantee express or implied, in fact or in law, relative to any prize; a warranty that material contained in entry is original, public domain, Wizards-owned, or used with the unlimited consent of the owner and that it does not infringe on the rights of any other person or entity; an agreement to fully indemnify Wizards for all claims arising out of a breach of this warranty; and a full, unlimited, exclusive transfer of all any and all rights in entry. To receive prize, winner may be required to sign waiver and release. Wizards is not responsible for illegible, incomplete, late, misdirected, lost, or postage-due entries. Wizards' decision is final with respect to all matters relating to this contest. For names of prize winners, send self-addressed, stamped envelope to *TopDeck* "Who Will Get the Axe?" Winners, Wizards of the Coast, Inc., P.O. Box 707, Renton WA 98057-0707, U.S.A.

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Mark Rosewater's Insider Trading

Let's take a
**sneak
peek** at what
R&D is working on
for the future.

PROPHECY

EXPANSION: PROPHECY

Codename: Dionysius

Explanation of Codename: Dionysius is the Greek god of celebration.

Release Month (tentative):
June 2000

Design Team: William Jockusch (lead), Bill Rose, and Mark Rosewater

Development Team: Charlie Catino (lead), Mike Elliott, Paul Peterson, and Teeuwynn Woodruff

Where in Cycle: Finished

Interesting Notes: This set is the first time developer William Jockusch has been the lead designer of a set. William's first time on a design team was on the *Weatherlight* set.

EXPANSION: INVASION

Codename: Beijing

Explanation of Codename: This cycle is named after cities in China. The first choice for this set was Xiapheng but no one knew how to pronounce it so we changed it.

Release Month (tentative):
October 2000

Design Team: Bill Rose (lead), Mike Elliott, and Mark Rosewater

Development Team: Henry Stern (lead), Randy Buehler, Robert Gutschera, William Jockusch, Bill Rose, and Mark Rosewater

Where in Cycle: In development

Interesting Notes: To quote one playtester: "This is the best set we have ever playtested." R&D has begun a league where we play with the sets a year ahead of time

MAGIC

The Gathering®

Ya saw it here first...

(as opposed to the old league where we only played six months ahead of time). This league has us playing more often (daily, in fact) and should help us considerably in catching "broken" and overly powerful cards. The *Invasion* set is the first one to be developed since this league began.

EXPANSION: PLANESHIFT

Codename: Hong Kong

Explanation of Codename: Once we were locked into pronounceable Chinese cities, our list of choices grew very short. In fact, Hong Kong really isn't in China, but it was close enough and everyone could pronounce it.

Release Month (tentative):
February 2001

Design Team: Mike Elliott (lead), Mark Rosewater, and Henry Stern

Development Team (tentative):

Henry Stern (lead), Charlie Catino, Robert Gutschera, and Paul Peterson

Where in Cycle: In design

Interesting Notes: We've begun designing sets earlier, so this is the first time a small expansion has been in design early enough that we can make fundamental changes to the large expansion preceding it during its design. This led to an even greater amount of freedom for the *Invasion* development team, which both handed off to and borrowed cards from the *Planeshift* set as it was being designed.

EXPANSION: APOCALYPSE

Codename: Shanghai

Explanation of Codename: In addition to being a city in China, it's

also the name of a game, so it seemed appropriate.

Release Month (tentative): June 2001

Design Team (tentative): Paul Peterson (lead), Charlie Catino, Robert Gutschera, and Teeuwynn Woodruff

Development Team (tentative): Mike Elliott (lead), William Jockusch, Mark Rosewater, and Teeuwynn Woodruff

Where in Cycle: Predesign

Interesting Notes: Whenever we do design work, we push off extra cards from one set to the next. The running joke of this set was that we had so many ideas pushed off from *Invasion* and *Planeshift* that the set would be designed before the design team got a chance to start.

EXPANSION: Not yet named

Codename: Argon

Explanation of Codename: Normally R&D picks the codenames for the sets. Argon was picked by the *Magic* brand team before R&D got around to it. I'm not sure what theme they're planning to use this cycle—noble gases?

Release Month (tentative):
November 2001

Design Team: Mark Rosewater (lead), Mike Donais, Richard Garfield, William Jockusch, and Henry Stern

Development Team: To be determined

Where in Cycle: Predesign

Interesting Notes: This is Richard Garfield's first *Magic* design since the *Tempest* set. Also, Argon will be the first design assignment for new R&D hire Mike Donais (of "Donais Five Color" fame).

—Mark Rosewater



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Pokémon PLAY IT! CD-ROM

Learn how to play real Pokémon trading card game battles with this multimedia CD-ROM for your PC. Available in the Pokémon TCG Base Set 2 Starter Set coming later this month, this program will teach you the game from the very beginning or will help you improve your skills. The **Play It!** CD-ROM, designed by Fluid Entertainment, keeps both new players as well as experienced Pokémon fanatics in mind. Designed with wild graphics, excellent sound clips, and easy-to-use instruc-

tional sections, this CD-ROM will show you the way to Pokémon mastery. The **Play It!** CD-ROM is available only for the PC, but a Macintosh version is in the works.

Besides learning how to play the Pokémon TCG, you can also take the Pokémon Academy entrance exam. The advanced quiz features the original Pokémon Base Set through the *Fossil* set. Take the entrance exam and win prizes, such as desktop pictures and Pokémon Trading Card Game League points. You'll find information about the Pokémon TCG League, where you can compete against other Pokémon trainers in your area. Check out the *Duelist* magazine articles

that are included, such as "Pokétricks," for strategies and tactics you can use when playing the Pokémon TCG. Or personalize your custom Pokémon gear—design your own Pokémon coin or color in your Pokémon playmat. You can also access the Wizards of the Coast website by clicking on the link "Go to Website."

If that's not enough, remember the secret code word FIRE. Type the word FIRE at the main screen and you can access two Fire decks that you can play against Julie! The **Play It!** CD-ROM is a must-have for any fan of the Pokémon TCG. Look for the Pokémon TCG Base Set 2 Starter Set in stores later this month! —J. Kovach



Pokémon Jr. ADVENTURE GAME

Have you ever dreamed about what it would be like to catch Pokémon, train them, and watch them battle against one another? Dream no more, because now you can really do it!

Check out this new game created by Bill Slavicsek and Stan! It's the **Pokémon Jr. Adventure Game #1: Pokémon Emergency**. Each box contains a 64-page narrator book with 16 episodes, 26 Pokémon power cards, 48 hit tokens, 6 Pokédex checklists, 2 Pokécoins and 1 six-sided die. This game combines the fun of reading with the action of playing a game, all wrapped up in the wonderful world of Pokémon. Parents read the story pieces while up to six trainers (6–8 years old) collect Pokémon, train them, and help the people they meet along the way.

In story-games that last 10–20 minutes, trainers can fight against the evil Team Rocket, just like on the popular Pokémon TV show! Whether you're a Pokémon expert or just learning about Pikachu, these easy rules will start you toward the ultimate goal of collecting all 151 Pokémon and achieving the highest of honors: Pokémon Master! Do you want to know what it's like to collect, train, and battle with real Pokémon?

Don't just dream it, be it!

Battle your way to the stores for the release of the **Pokémon Jr. Adventure Game** this April! —J. K.

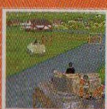


Quick Bits

A Light Snack to hold you over

Combat Mission: Beyond Overlord

Combat Mission: Beyond Overlord is a 1–2 player, turn-based, simultaneous-execution 3D simulation of WW II tactical warfare. It combines unparalleled game depth and ease of use with a true 3D environment—realistic 3D line-of-sight, terrain, and trajectories. **CM: BO** also features incredible AI and realism.



Big Time Software has really done its homework!

Available exclusively online at www.battlefront.com.

—Matt Hyra

PlaneCrazy

This bargain bin beauty came out last year and had you racing a plane through chasms and tunnels. The graphics are very well done and the flying physics are pure arcade style. This game has more to do with **Wipeout** than with flight simulation. It's also **a strong argument for joystick usage**—which I usually abhor. The game is certainly worth the \$12 I paid for it. Funny, too, was the "Play on Heat.net for One Month, FREE!" These days, they need to pay me to go to their website! The funniest part of this game is Segasoft's obvious corporate-made "fan site" that links to their page members.xoom.com/plane_crazy/index.html and www.segasoft.com/plane_crazy/. I mean, c'mon, Segasoft—**get a grip**. . . —Peter Whitley

Online Gaming League

The **Team Fortress Classic** clan I'm in (Zero Population Growth [ZPG]) has joined the OGL ladder at www.ogl.org/ and promptly got walked all over in our first match. For the super-competitive team-shooter fan, this is the place to **get your butt stomped**. The OGL site and ladder mechanic is full of great features, but best of all is the price: free! —P. W.

Pokémon Master ADVENTURE GAME

*If you like
the idea*

of the Pokémon Jr.

Adventure Game, wait till you hear what else is coming. That's right, the **Pokémon Master Adventure Game** is soon to follow! This game is for those of you that are old-school Pokémon fans and really want to specialize the training of your Pokémon.

Like **Pokémon Jr.**, this is also a storytelling game, but it has more detail and offers players many more options. The game can be played with two or more trainers in complicated and action-packed stories. Plan your training tactics to be exactly the way you want them as you use your Pokémon to solve problems, help those in trouble, and fight against the constant threat that is Team Rocket. The game was created by Jeff "Zippy" Quick, Teeuwynn, and Stan!

"Every Pokémon will be different in this game," said Stan! about his favorite aspect of the game. "As a trainer, you can *really* affect what your Pokémon knows and what its abilities are. No one's Pokémon will be the same as your own!" Soon there'll be two more ways for you to experience being a Pokémon trainer. Look for this in stores later this year. —J. K.



Pokémon Trading Card Game POSTER



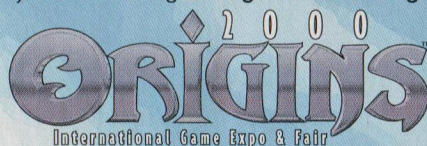
Want a little something to decorate your room? Then this is just the thing for all you big-time Pokémon fans. This game poster depicts tons of **Pokémon TCG** cards. See strategies and your favorite characters in this bright portrait of life in the world of **Pokémon**. This 22"x 28" poster is out and ready for your room in February. —J. K.

ORIGINS 2000

Convention attendees

can expect a magical time again this year when Origins 2000 opens its doors to round-the-clock opportunities to play and compete in a variety of games, including the **Magic: The Gathering TCG**. **Magic** enthusiasts can play their favorite card game literally 24 hours a day during the four-day convention.

Origins 2000 International Game Expo & Fair celebrates 26 years of gathering thousands of fun-loving strategists together to play every kind of game there is. This year's convention, which will play host to the largest **Magic: The Gathering**



events in the Midwest, will offer the greatest selection of games ever, including board, historical, miniatures roleplaying, science fiction, computer, and trading card games, to name a few.

Magic lovers can play in dozens of DCI-sanctioned tournaments, including Limited, Constructed, Sealed Deck, and Draft formats. Premiere events will include the *Sideboard* Team Challenge, 2000 **Magic** amateur Championship, and a qualifier for ProTour Chicago.

Origins 2000 will be held July 13-16 at the Columbus Convention Center in Columbus, Ohio. For more information, call (425) 204-2680 or visit the Origins website at www.wizards.com/origins.

—Pamela Mohan

LEGEND OF THE FIVE RINGS:

Fire & Shadow

Emperor Toturi is critically injured as the Shadow prepares to destroy his Empire's past and its future in the *Fire and Shadow* set, the latest expansion for the **Legend of the Five Rings** trading card game. The events that transpire in *Fire and Shadow* are the result of storyline tournaments, in which the players help to determine where the story will go next. Everyone is eager to find out the latest twists in the history of Rokugan.

The *Fire and Shadow* expansion features 60-card decks and 11-card booster packs. Look for an update to three Clans; rare, foil-stamped cards; and the introduction of a surprising new Clan.

You can be part of the only TCG story influenced by the players. Help write the next chapter in this ongoing saga by playing in a storyline tournament. If you want to affect an entire world, visit www.wizards.com/l5r to find a storyline tournament near you. Your actions can impact the lives of the people of Rokugan. Experience the intriguing plot and witness the struggle in the *Fire and Shadow* expansion, available in March. —J. K.



You Know It's Bad When You Have to Bribe the DM

I actually had some guy, during a long-ago D&D session, offer me **20 bucks** not to kill his character. We were dungeon-crawling, with me handling about seven players. This guy's character gets his spine clawed out by a Ghast or something, and he asked me to step outside. His second offer was at least not to let his character rise as a Ghast. I can't tell if he was so into the game that he was panicking over dying, or just didn't want to have his character die in front of his friends. **No, I didn't take the money.** —Sloane Hodges

Conspiracy Theory

If you've never played **What Where You Thinking?** with a dozen people, you don't know what you're missing. Unlike other trivia and word games, making up **your own questions** is part of the game. Once I got the hang of how **WWYT?** questions worked, I decided to make up a bunch of my own. To make it more interesting, I decided to write 20 **X-Files** questions for my **X-Files** premiere party. Some questions were "List five government agencies with acronyms for names," and "Fact or Fiction—Scully and Mulder will never kiss." —Michael Mikaelian

Show Me the Axe!

I got my first look at the replica of Crovax's axe that we're giving away in this month's **Magic: The Gathering**—*Nemesis* contest, and it's about the coolest prize I can remember ever giving away! Wizards of the Coast specially made this \$1,500 axe for *Nemesis* advertisements, and it can be yours if you can guess which characters will get "the axe" in the novel *Nemesis* by Paul B. Thompson. **See page 12 for details** (and a bigger picture of the axe).

—Will McDermott

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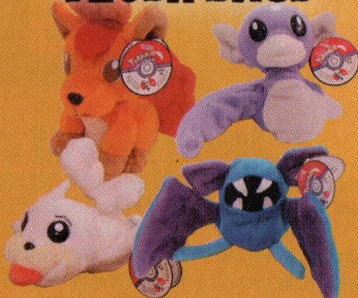


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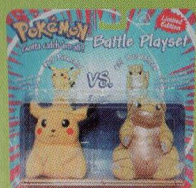
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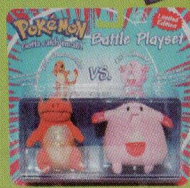
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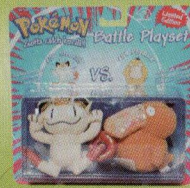
PIKACHU vs. SANDSHREW



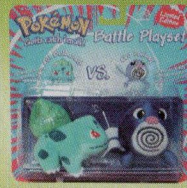
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SQUIRTLE vs. SPEAROW



MEOWTH vs. PSYDUCK



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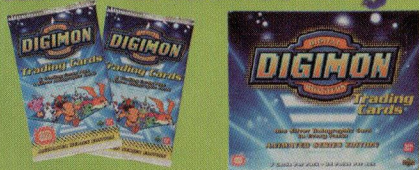
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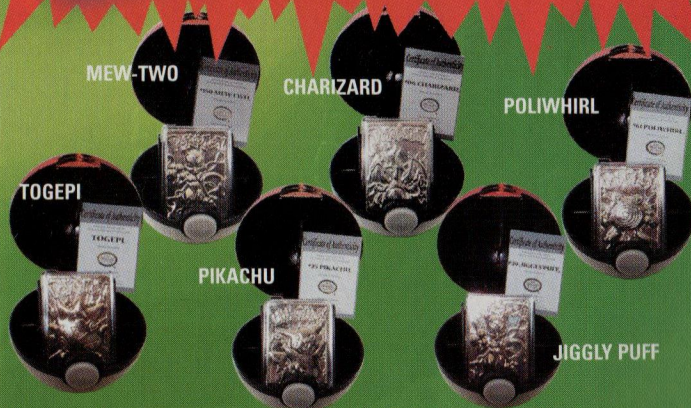


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FRID

POKÉDEX

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POKÉMON

TRADING CARD GAME

Look to the Stars

POKÉMON CARD ANATOMY

BY WILL McDERMOTT

Who's That Pokémon?

Catching All the Pokémon Promos

Do you absolutely, positively, have to "catch 'em all?" Then you better know how to tell the promo cards from the regular cards.

The Mew card given out last month at the **Pokémon Trading Card Game League** was one of a set of special "promo" cards created for the **Pokémon** trading card game. These promo cards are completely new cards and have not been printed in any set. Some of them, like the cards given out at *Pokémon: The First Movie*, have the same name as a card in a published set, but they have different art and different abilities from the original cards.

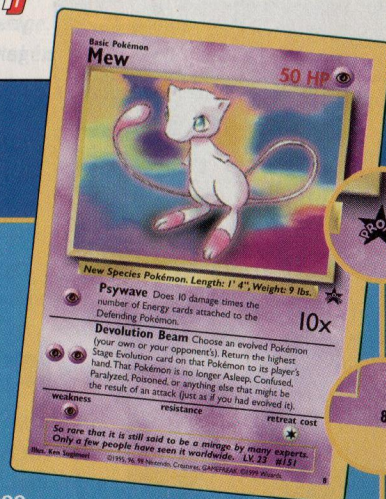
Promo cards have a star symbol and a special collector number to show that they are promo

cards with new abilities. You can see both of these on the Mew card below. The collector number on cards with the promo star shows how many promo star cards were printed before it. For example, Mew's collector number is 8, so you know that seven promo cards came out before Mew. If you feel you must catch all the promo star cards, just put them in order. We'll tell you in *TopDeck* whenever we hear that a new card with the promo star has come out.



Promo cards printed so far:

CARD	#	PROMOTION	RELEASE DATE
Pikachu	1	Pokémon TCG League	October–December 1999
Electabuzz	2	Pokémon: The First Movie	November 1999
Mewtwo	3	Pokémon: The First Movie	November 1999
Pikachu	4	Pokémon: The First Movie	November 1999
Dragonite	5	Pokémon: The First Movie	November 1999
Arcanine	6	Pokémon TCG League	January–February 2000
Jigglypuff	7	Pokémon: The First Movie Sound Track	December 1999–January 2000
Mew	8	Pokémon TCG League	January 2000



Coming Soon to a Game Boy Near You

Pokémon TCG Game Boy Game

So, you've got your **Pokémon** card collection completed at last—it took some doing to get Charizard, but one of your friends at school finally traded it to you. You've got your deck and you've experienced the thrill of victory and the sting of defeat.

You and your friends play every day...unless Jenny has chores to do. Or Billy needs to do homework. Or Andrew's off to summer camp. To play **Pokémon**, you need a deck and a friend. Decks are easy, but without someone to play against, you can't play at all.

Until now.

It's Coming!

With the release of the **Pokémon Card Game** Boy game in Japan, the only thing Japanese children need to play the **Pokémon** game is their Game Boy. This Nintendo game can be played on either the color or normal Game Boy, and—this is the best part—it should be available in the United States soon!

The **Pokémon Card Game** Boy game (PCGB) allows you to play the **Pokémon** trading card game against the computer or, with a link cable, against a friend. PCGB includes all the cards from the Base Set, *Jungle* set, and *Fossil* set, as well as 18 original cards designed just for the Game Boy. These new cards feature random effects.

As in the original Red and Blue (or Green if you're from Japan) **Pokémon** Game Boy games, you take on the part of a young boy who travels the world competing with different people in PCGB. But in this game you're trying to get **Pokémon** cards instead of capturing **Pokémon**. The object of the game is to get the legendary, super-rare **Pokémon** cards owned by the four Grand Masters. Of course, the only way to get those cards is to beat the Grand Masters in a game of **Pokémon**.

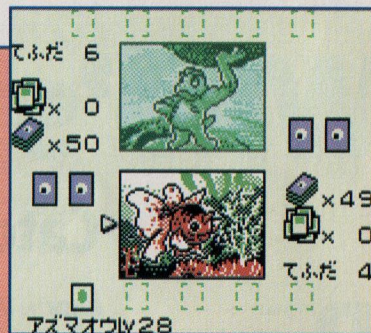
Game Boy Sneak Peek

Special Card: A Level 32

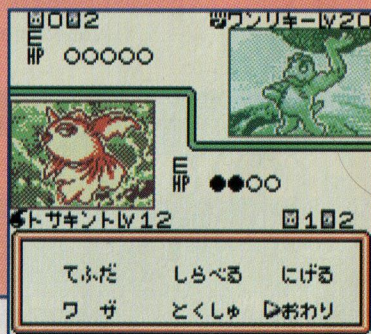
Marowak with an attack similar to Call for Friend. But in **Pokémon Card**, this attack pulls random **Pokémon** from both players' decks and puts them on their respective Bench until both Benches are full!



You are here. This cute map of the world of **Pokémon** can help you find your way from club to club.



Watch out for that Karate Chop. In the battle above, Goldeen is about to take 20 damage (shown at left) from Machop. The damage shows up in the circles below.



Win Cards & Build Decks

You start with a deck of cards given to you by Dr. Oyama (the **Pokémon Card** equivalent of Professor Oak). The deck is just a starter, so it isn't too balanced. You get more cards by going to one of the clubs in the game (think gyms in the **Pokémon** game). There is one club for each **Pokémon** type (Colorless, Fighting, Fire, Grass, Lightning, Psychic, and Water). Each club has a Master Trainer and a number of club trainers.

To play against the Master Trainer, you must first beat all the club trainers. For every game you win, you get a random pack of cards (from Base Set, *Jungle*, or *Fossil*), expanding the number of cards you have

Tough Opponents Are Always Around

If you have a link cable, you can connect to a friend's Game Boy and play **Pokémon Card** with him or her to your heart's content. You can also trade cards and swap deck information. Of course, your friend needs a copy of PCGB as well.

The computer opponent is surprisingly good, though. It will challenge you as much or more than your friends. It doesn't make any play blunders. Plus, the decks that the Master Trainers and Grand Masters use are well constructed. It took me almost 14 hours just to beat the Grand Masters and win the super-rare cards (and I'm still about 20 cards short of a complete set). Luckily, you can keep playing after beating the Grand Masters, so you can complete your collection. That's a great feature.

There are a few negatives, however. I learned how to time my coin flips. So by the end of the game, I could always get heads on the flip. This affects the game, because you can guarantee your opponent's Pokémon will always get Paralyzed or Confused. Also, Energy cards are very hard to get. Expect to be short on Energy for a long time. You may find you can build four decks using different types of Pokémon, but you won't have enough Energy cards to support all of them! —R.F.



Can you name the cards shown in Will's hand?

available for your decks. The game lets you have four different decks saved at a time.

The deckbuilding feature of PCGB is great and enables you to build decks very easily. A bar on the top of the screen shows all the types of cards (Pokémon, Trainer, Energy) and how many of each type are in the deck. When you select a card type, the game lists all the cards of that type in a scrolling window. This window shows how many of each card you own and how many are in your deck. To add or remove a card, just highlight the card and then push Right to add it to the deck or Left to remove it from the deck.

The game allows you to build decks with more than 60 cards, but you can't save them. (If you try, the screen displays a warning.) You can also name your decks when you save them, which is a cool touch for players who like to name their decks.

If you don't have time or the ability to build your own winning decks, the game provides an auto-deckbuilding feature. Once you defeat a Master Trainer, you get the club badge. Insert the badge into a machine in Dr. Oyama's lab and the computer will build you a deck centered around Pokémon of the same type as the badge. This can be a great way to jump-start your own deckbuilding attempts.

Playing the Game

The game is very easy to play. The screen layout is simple and intuitive. The screen is divided into three sections: your opponent's area, your area, and the game menu. Active Pokémon are displayed by their

card illustration along with HP, attached Energy cards, name, level, and type. Hit Points are shown as circles that get filled in as the Pokémon takes damage. You also get to see how many cards your opponent has in his or her hand and the number of Prizes each player has left.

The screen looks like a **Pokémon** playmat. The bottom third of the screen has the game menu, which allows you to view the cards in your hand, attack, and look at Pokémon you or your opponent have in play. From the game menu you can also check out each player's discard pile, use an activated Pokémon Power, retreat your Pokémon, or end your turn.

Another cool feature is that the game includes the full text of all the cards, right down to flavor text. You can look up any Pokémon in play or any card in your hand to see what it can do. And, when you need a coin flip, the game even has an animated coin with a picture of Pikachu.



Ron Foster translates all the **Pokémon** TCG cards from Japanese to English for Wizards of the Coast. He's also a **Pokémon** TCG player and judge. We hear that in his spare time, he plays...**Pokémon**.

Play, Train, & Win

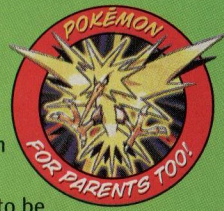
I had a lot of fun playing **Pokémon Card** for the Game Boy. One of the biggest problems with card games is that you can't play them by yourself. **Pokémon Card** for Game Boy solves this problem beautifully. And the icing on the cake is that you can also use it to play with your friends!

I can also see **Pokémon Card** being used as a deck workshop, allowing **Pokémon** TCG players a way to build and test decks to see how well they will perform in a tournament. If you like **Pokémon**, and you like to play the **Pokémon** trading card game, you should definitely pick this one up when it comes to the United States. —R.F.

Learning to Play

Do you know how to play the **Pokémon** trading card game yet? If not (and if you have a Game Boy), **Pokémon Card** may be a great way to learn the game your kids are already playing. There is also a new demo disk coming out with Base Set 2 that I found to be a great step-by-step way to learn the game. Then your 8-year-old son won't have to keep reminding you when to play an Energy card and when to attack.

Once you know how to play the **Pokémon** TCG, you can sit down with your children and play the game just like parents 20 years ago played Gin Rummy, Hearts, or War with their children. This gives you some great one-on-one time with your kid and helps you understand the **Pokémon** craze a little better so you can help guide your kids safely through it. Plus, if you hone your skills on the **Pokémon Card** Game Boy game, maybe your 8-year-old won't beat you all the time. —Will McDermott



Gym Leaders: Brock & Misty



This is the first in a series of theme deck articles about Pokémon Gym Leaders. In the Red and Blue Pokémon games for the Nintendo Game Boy, you have to fight a lot of Gym Leaders to earn your badges. (Check out the “Pokémon League” sidebar if you want to learn more about earning badges by playing the Pokémon TCG.) But what might the Gym Leaders’ TCG decks look like? We’re going to show you, starting now!

The first two Gym Leaders you battle in the Game Boy game are Brock and Misty. Brock and Misty are also the two Pokémon trainers who travel around with Ash in the Pokémon animated series. You know them — Brock’s the one who flirts with all the girls and wants to be the world’s best Pokémon breeder. Misty likes Water Pokémon and, like Ash, wants to be the world’s best Pokémon trainer.

Because these are theme decks, we wanted them to match Brock and Misty’s Pokémon and personalities. That means we sometimes didn’t pick the toughest or most powerful Pokémon for each deck. If you want to learn about how to make these or other decks better, read “Take Your Deck for a Workout.”

Brock’s Deck Energy (26)

26 Fighting Energy

Pokémon (26)

- 4 Geodude (*Fossil*)
- 3 Graveler (*Fossil*)
- 2 Golem (*Fossil*)
- 2 Hitmonchan (Base Set)
- 2 Hitmonlee (*Fossil*)
- 4 Machop (Base Set)
- 3 Machoke (Base Set)
- 2 Machamp (Base Set)
- 4 Onix (Base Set)

Trainers (8)

- 4 Pokémon Breeder
- 1 Pokémon Center
- 3 Professor Oak

Brock’s Deck

Brock is Pewter City’s Gym Leader. He really likes Fighting Pokémon like Geodude and Onix. Brock also likes to flirt with girls and hang out with Ash and Misty. Brock’s deck is full of Fighting Pokémon. The core of Brock’s deck is Machop and its Evolution Stages, and Geodude and its Evolution Stages. Onix has a lot of Hit Points, so you can use it to stall while you build up Evolution Stages on your Bench. The other Pokémon can also help you while you work on getting Machoke or Golem on the table.

Because Brock wants to be the world’s best Pokémon breeder, we put 4 Pokémon Breeder Trainer cards in the deck. These help you get Machamp and Golem (the Stage 2 Evolution Pokémon) on the table really fast. Professor Oak likes to help all Pokémon trainers and his Trainer card is really good for drawing cards, so we put a few Professor Oaks in the deck. We also threw in a Pokémon Center Trainer card just because Brock likes to flirt with Nurse Joy!

Brock’s deck has some powerful Pokémon in it, but most of them have Weakness against Water Pokémon, so you might be in trouble if you play it against Misty’s deck. Once you’ve played this deck a few times, you might want to think about how you could improve it. For example, it’s not very effective against decks with Water Pokémon, so maybe you could add some good Colorless Pokémon.

Misty’s Deck

Misty is Cerulean City’s Gym Leader. She loves Water Pokémon. She’s also competing with Ash to be the world’s best Pokémon trainer.

Misty’s deck is chock full of Water Pokémon. It contains the Water Pokémon Misty has in the Game Boy game and on the animated show. We also added some of the Evolution Stages for those Pokémon, so we have Psyduck and Golduck, for example. There isn’t any Psychic Energy in Misty’s deck right now, so she can’t use some of Psyduck and Golduck’s powers, but they’re still good Pokémon for the deck.

Misty’s deck doesn’t have any Stage 2 Evolution Pokémon. She has 4 Stage 1 Evolution Pokémon, though, and you want to get those on the table quickly. You can use your Pokémon Trader to search your deck for the Pokémon you need. Professor Oak also helps because it allows you to draw 7 new cards.

Misty’s deck doesn’t have all the most powerful Water Pokémon in it (like Squirtle/Wartortle/Blastoise) because she just doesn’t have those Pokémon yet. If you want to improve the deck, you might want to imagine what Misty’s deck would look like in a few years, after she’s gotten more — and stronger — Pokémon. When you have an idea, try it in the deck and see how it works!

Have fun playing around with the Brock and Misty decks. Next time we’ll look at decks for Viridian City’s Lt. Surge as well as Erika, the Gym Leader for Celadon City.

Teeuwynn is the Gym Leader of the Renton City Gym. She prefers Cardboard type Pokémon.

The Pokémon League



So you like playing the **Pokémon TCG**? You think trading cards and meeting other Pokémaniacs sounds like fun? Well, the **Pokémon Trading Card Game League** is the place for that and more! Every week kids all over America take part in Wizards of the Coast's **Pokémon TCG League**.

In the League, you get to play the **Pokémon TCG** (if you don't know how, someone will teach you), trade cards, solve **Pokémon** puzzles, and just hang out and talk **Pokémon**. These activities earn you points toward your very own trainer badge! **Pokémon TCG League** players also sometimes get cool prizes and giveaways (like the Mew card given out last month).

You can find the **Pokémon TCG League** at book and game stores all over the United States. If you don't know where to find the nearest League store, check out the Wizards of the Coast **Pokémon** website at www.wizards.com/Pokemon. —T.

Take Your Deck for a Workout!

When you make a **Pokémon** deck (or any kind of trading card game deck), it's usually not perfect right away. You have an idea, you put the cards together, you play the deck, and it kind of works. But what do you do next? That's the time to take your deck for a workout!

First, play your deck against a few different kinds of decks (Water, Fighting, and others). When it does well, ask yourself *why*. Take Brock's deck, for example. Do you win every time you play Machop?

Then you probably want to keep Machop/Machoke/Machamp in the deck.

But you also need to look at the cards you aren't using or the ones that don't seem to work very well. Maybe when you play Misty's deck you notice that Goldeen just doesn't help you. Sure, Misty's got a Goldeen on the TV show, but maybe it's not a useful card for this deck.

Once you have at least 1 card that might not be great in your deck, think of some other card to replace it. Be careful here! You only want to replace 1 card or 1 set of cards at a time (like a Basic Pokémon and all its Evolution Stages). If you put in a whole bunch of new cards at the same time, it can be hard to tell which of them really helped your deck.

When you find something that really works, keep it. Then test a different part of the deck. If you keep doing this, you'll find your deck will keep getting better and better, and you'll win more battles! Who knows, maybe someday you'll wind up the world's best **Pokémon** trainer. —T.



Misty's Deck

Energy (26)

26 Water Energy

Pokémon (26)

1 Goldeen (*Jungle*)

4 Horsea (*Fossil*)

3 Seadra (*Fossil*)

4 Psyduck (*Fossil*)

2 Golduck (*Fossil*)

4 Seel (Base Set)

2 Dewgong (Base Set)

4 Staryu (Base Set)

2 Starmie (Base Set)

Trainers (8)

2 Pokémon Trader

3 Potion

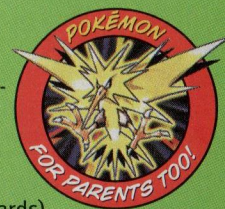
3 Professor Oak



What is a Trading Card Game?

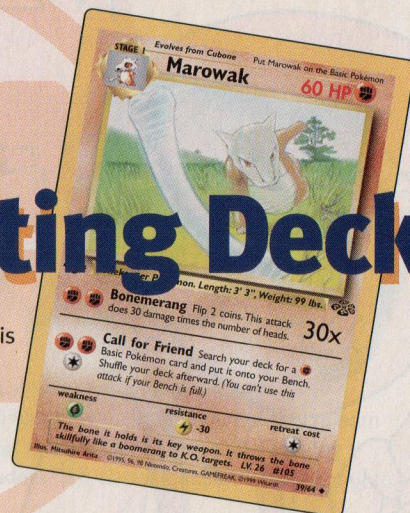
If you're new to the **Pokémon** trading card game (TCG), you may have asked yourself this question. The main difference between a TCG and a regular card game is that each player uses his or her own deck of cards when playing instead of having common deck that both players draw from. Plus, these decks can be customized using any of the cards available for the game, so kids can play with their favorite **Pokémon** or try to build the perfect deck.

The other difference between a TCG and other games is that kids trade these cards to each other (like baseball cards). Some kids try to complete a collection, others just want to get their favorite **Pokémon**, and the players are always looking for just the right card for their latest deck. So, between trading cards, building decks, and learning to play a game where each deck you face will be different from the last, you can see there is a lot more going on in a TCG than in a game like Hearts. —Will McDermott



Is This the Ultimate Fighting Deck?

This month, Kevin and Tom look at a deck the trainer claims is the ultimate Fighting deck. Kevin tries to give the trainer more training by adding extra Trainer cards. Tom thinks the deck's theme has problems. If you have a Pokémon deck that needs treatment, send it to will@wizards.com. He's helping Nurse Joy at the Center.



“You Need More Training”—Kevin

Pokémon

First of all, this deck has too many Pokémon. To make room for more Energy and Trainer cards, I would remove about 10 Pokémon. The theme of this deck is to use Marowak's Call for Friend attack to search for Basic Fighting Pokémon, so I'll leave the 3 Cubone and 2 Marowak. However, the best Basic Fighting Pokémon is Hitmonchan because it combines high Hit Points with excellent attacks. I'll use 4 of them.

The second theme of the deck is to attack the opposing Bench, so I would also increase the number of Hitmonlees from 2 to 4. At 60 HP, Hitmonlee is a pretty good Basic Pokémon that can deal 20 damage to a Benched Pokémon for just 2 Energy. Plus, High Jump Kick is very good, dealing 50 damage to the opponent's Active Pokémon for only 3 Fighting Energy.

There's not much room left for Pokémon, so I'll only include a few more. Of the Pokémon that remain, I like Rhyhorn quite a bit. This Basic Pokémon has 70 HP and can do 30 damage pretty quickly with its Horn Attack. Plus, its Leer attack is a great way to defend yourself early. For 1 Energy, Leer prevents your opponent's Active Pokémon from attacking Rhyhorn half the time.

Rhyhorn's evolved form, Rhydon, is good too. Rhydon

has the same Horn Attack, plus it has Ram, which deals 50 damage for 4 Energy. The Ram attack also does 20 damage to Rhyhorn, but it forces your opponent to switch his or her Active

Pokémon with one of his or her Benched Pokémon. I'll keep 4 Rhyhorns and 2 Rhydons.

To round out the Pokémon, I would keep 3 Machops and 2 Machokes. Machop is a decent Pokémon—one of the few that can do 20 damage with only 1 Energy attached. Machoke is pretty good too, although Karate Chop gets less effective when Machoke gets damage counters. Machamp is okay, but I don't think it's worthwhile, because Machamp's attack deals the same damage as Machoke's attack. And Machamp's Pokémon Power isn't very powerful.

So I have 24 Pokémon—18 Basic and 6 Stage 1. Normally I might be concerned about a deck where all the Pokémon are the same type. But these Pokémon don't all have Weakness against the same type. Thirteen of the Pokémon have Weakness to Psychic and 11 have Weakness to Grass. As an added bonus, several of the Pokémon have Resistance to Lightning.

Energy

This deck originally had 19 Energy. But it needs more Energy and only Rhyhorn/Rhydon and Machoke really need Double Colorless Energy. The other Pokémon rely on Fighting Energy. So I added 5 more Fighting Energy and exchanged one of the Double Colorless for another Fighting, giving me 21 Fighting Energy and 3 Double Colorless Energy.

Trainers

With 24 Pokémon and 24 Energy, I now have room for 12 Trainer cards. It always helps to draw more cards, so I would use 4 Bills and 2 Professor Oaks. I also added a couple of Computer Searches to find Marowak, so I can start using Call for Friend as soon as possible. Plus, I've added 3 Gust of Wind, which is a very good utility card that also works well with Hitmonlee's Stretch Kick attack. Finally, my deck has 1 Item Finder to get one of my Trainer cards back.

The Original Ultimate Fighting Deck

I have the ultimate Fighting deck. The point of my deck is to use Call for Friend to build up my Bench. Then I Knock Out my opponent's Active Pokémon and all the Pokémon on his or her Bench.

Pokémon (35)

- 3 Cubone
- 2 Marowak
- 4 Diglett
- 2 Dugtrio
- 2 Hitmonchan
- 2 Hitmonlee
- 4 Machop
- 3 Machoke
- 1 Machamp
- 3 Mankey
- 3 Primeape
- 4 Rhyhorn
- 2 Rhydon

Energy (19)

- 4 Double Colorless Energy
- 15 Fighting Energy

Trainers (6)

- 2 Bill
- 4 Potion

Hitmon (Jackie) Chan and Hitmon (Bruce) Lee—two of the best Pokémon fighters in the Pokémon world.



"Speed Is Your Friend"—Tom

Theme

Marowak's special attack might look like a Pokémon Power, and there are a lot of good Pokémon Power decks. So you might think a Marowak deck would work, but there are three reasons why it won't.

First, Call for Friend uses up your attack for the turn, whereas you can use a Pokémon Power *and* attack. Plus, Pokémon Powers usually work while the Pokémon is on your Bench, so you can use a Pokémon Power and then attack with a different Pokémon.

Second, Call for Friend requires Energy, so it takes a few turns and a few Energy cards before you can even use it. You can use other attacks during those turns. But that's a lot of time and Energy to spend on a so-called Pokémon Power. Real Pokémon Powers are free, so you can use them right away.

Third, Call for Friend requires Potions. Marowak must be your Active Pokémon, so it will get attacked and take damage. If you don't use Potions, Marowak will get Knocked Out. Pokémon Powers can usually be used from the Bench where that Pokémon will be safe.

A deck built around Call for Friend is just too slow, and you end up using more cards (Cubone, Marowak, Energy cards) than you search for. Call for Friend is fine if Marowak is in your deck anyway, but I wouldn't build a deck around it. But what about a "build the Bench" theme?

Pokémon

A bunch of Pokémon fit into a "build the Bench" deck. Bellsprout, Krabby, Marowak, Nidoran (female), and Oddish can all put more Pokémon on your Bench. Kangaskhan and Meowth from the *Jungle* set allow you to draw more cards. And, Wigglytuff's Do the Wave attack does damage based on the number of Pokémon on your Bench.

So I'd build a deck around Wigglytuff and Bench-filling Pokémon. You can fill your Bench cheaply with either Bellsprout or Krabby's Call for Family attacks, which cost only 1 Energy. I see a lot of Grass decks, so I'll use Water and Colorless Pokémon. I'll start with 4 Krabbys, 3 Kinglers, 4 Jigglypuffs, and 3 Wigglytuffs.

I'll use Double Colorless Energy for the Colorless Pokémon, so I'll want to include other Water Pokémon with attacks that need ☼☼. The Saryu/Starmie Evolution Stages can use just 1 Water Energy and 1 Double Colorless, so I'll use 3 Saryus and 2 Starmies. (The Seel/Dewgong Evolution Stages are also good.) I'll finish with 3 Meowths, 1 Persian, and 1 Kangaskhan.

Energy

The attacks in this deck don't use all that much Energy, especially with Double Colorless Energy available. So I'll use just 18 Water Energy and 4 Double Colorless Energy in my deck.

Trainers

With 24 Pokémon and 22 Energy cards, I have room for 14 Trainer cards. I need to keep Krabby around while it fills up the Bench. Plus, I must keep Wigglytuff healthy once the Bench is full. So I want 4 Potions, 1 Super Potion, and 1 Full Heal. This deck is still a little slow, so to help Wigglytuff's attacks, I'll add 1 Gust of Wind, 1 Devolution Spray, and 1 PlusPower.

Like Kevin said, drawing cards is always good. My Pokémon attacks can already get a lot of the cards I need, but still, I'll include 3 Bills and 1 Professor Oak. I need my Trainer cards, and I plan to draw a lot more Pokémon than I'll need, so I'll also use 1 Item Finder.



Tom and Kevin have spent so much time in the Pokémon Center they can now tell the difference between each of the Nurse Joys.



It may just be a balloon, but it packs a wallop when your bench is full.

The Finished Decks

Kevin's "More Training" Deck

Pokémon (24)

3 Cubone
2 Marowak
4 Hitmonlee
4 Hitmonchan
3 Machop
2 Machoke
4 Rhyhorn
2 Rhydon

Energy (24)

3 Double Colorless Energy
21 Fighting Energy

Trainer Cards (12)

4 Bill
2 Computer Search
3 Gust of Wind
1 Item Finder
2 Professor Oak

Tom's "More Speed" Deck

Pokémon (24)

4 Jigglypuff
3 Wigglytuff
1 Kangaskhan
4 Krabby
3 Kingler
3 Meowth
1 Persian
3 Saryu (or Seel)
2 Starmie (or Dewgong)

Energy (22)

4 Double Colorless Energy
18 Water Energy

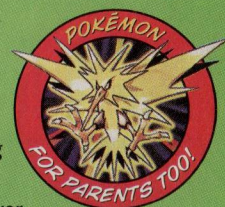
Trainer Cards (14)

3 Bill
1 Devolution Spray
1 Full Heal
1 Gust of Wind
1 Item Finder
1 PlusPower
4 Potion
1 Professor Oak
1 Super Potion

Playing to Win

Trading card games appeal to a wide variety of people. Some players like to play a game with friends and don't care how often they win as long as they're having fun. Theme decks (like the pre-made ones sold at stores) are perfect for these players. However, there is another level of players who want to win as often as possible. These players get very serious about which Pokémon are the most powerful and which Trainer cards must go into every deck.

As a parent, you need help your child get what he or she wants out of the game. Start with theme decks (these are great for parents who don't want to build decks) and play for fun. Emphasize that even when you lose, playing the game is still fun. As your child's competitive nature blossoms, you can encourage him or her to read strategy articles like "Pokémon Center" or go to web sites that specialize in deck strategy (like pokegym.thedodo.com). The Pokémon TCG League is also a great place to find both fun games and strategy information. Check www.wizards.com/Pokemon for a league store near you. —Will McDermott

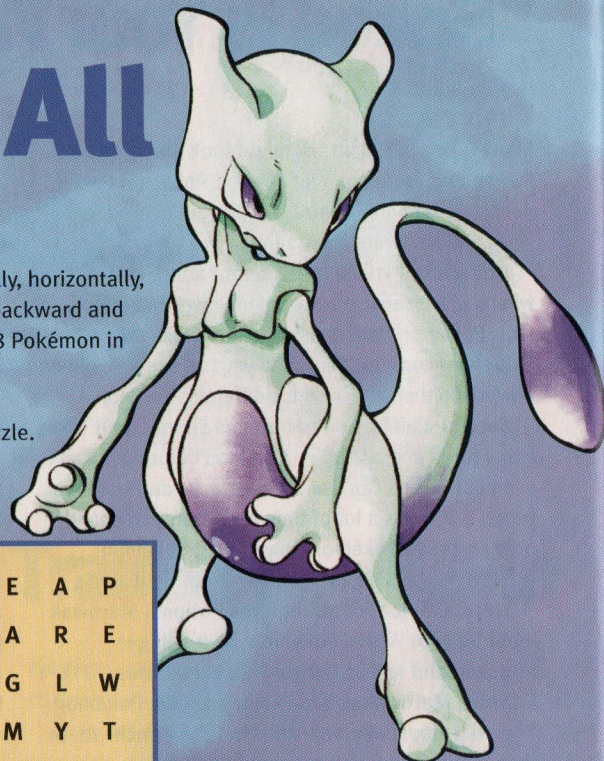


Gotta Find 'Em All

by Teeuwynn

There are 19 Pokémon hidden in this puzzle. Pokémon may be hidden vertically, horizontally, or diagonally in the puzzle. The Pokémon may be hiding either forward or backward and they may cross each other. We've found Pinsir for you. Can you find the other 18 Pokémon in the puzzle? Answers are on page 126.

Bonus Question: Find the popular Pokémon phrase hidden in the puzzle.



Word List

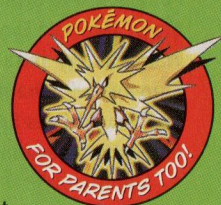
AERODACTYL
DODUO
FARFETCH'D
FEAROW
KABUTOPS
KADABRA
LICKITUNG
MEOWTH
MEWTWO
OMANYTE
OMASTAR
PARAS
PIDGEOT
~~PINSIR~~
SEEL
STARYU
TANGELA
TAUROS
WIGGLYTUFF

H A H D O D E P O L I C K I S E A P
T W T H M M A R W O R A E F T A R E
W G I A R E M E T W O L L Y G G L W
O G O G L K W I R A L R N Y O M Y T
E L E D G D O T G O N A O T P N T O
M Y G F O L A P W G M G T M S Y C Y
L E R D O U Y A G O L A E N A T A S
W A I L G N U T I K C I L L K S D K
O R A K R I R P U A R E K R A B O A
R B D O A D I A T F E W E M B A R B
L A E M T N A C O M F E O D U L E U
S D F P S N H B A E T U S A T S A N
E A S I A E R S A R D I M N O A E T
G K R E M A S R T O E G D I P E N A
S E Y A O T E N D U Y R A T S I F N
K E L E P R E G L I L O D O D U R N
L L I C K I L O T A U R O S L O A G
I P I D G E N O D H C T E F R A F E

The 3 "R"s

Readng, writing, and arithmetic. **Pokémon** can be your ally in the battle to teach your kids the 3 Rs. When kids play **Pokémon**, they must read the cards carefully or risk missing something important. To assign damage, kids must learn to count by 10s. And to write **Pokémon** essays in school (I'm sure teachers are getting tired of reading these by now), students must know how to write each Pokémon's name.

Here are some ways you can use **Pokémon** to help young children learn to read, write, add, and subtract. When you get new cards your child will be excited, so that's a great time to read the cards aloud (letting your child read any words he or she knows). As your child's vocabulary increases, encourage him or her to read the cards instead. For arithmetic, have your child count by 10s when a Pokémon does damage. Then have him or her subtract that number from the HP of the damaged Pokémon to see if it was Knocked Out. If you use dimes for damage counters, you can also teach your children about money values. —Will McDermott



We're Not So Different!

by Daneen McDermott

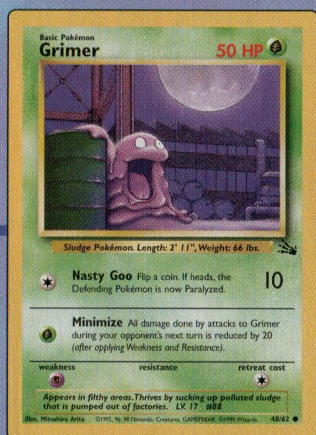
These Pokémon don't look the same. But if you look closely, you'll see that the Pokémon in each row, column, and diagonal have something in common. Can you find what each set of 3 Pokémon have in common—across, down and diagonally? Answers are on page 126.



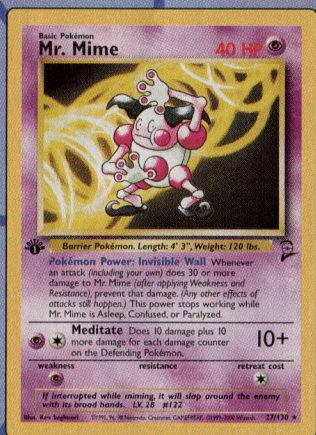
1.



2.



3.



4.



5.



8.



7.



6.

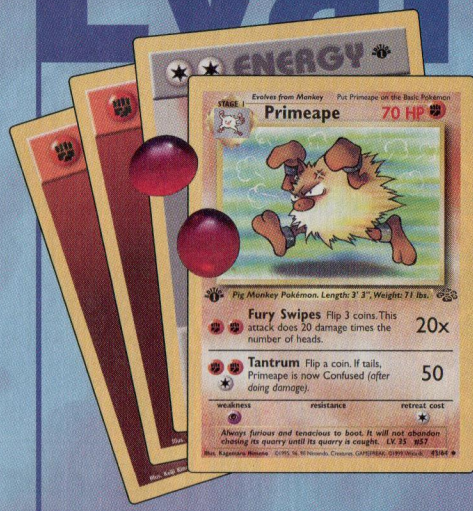


Last Laugh

by Michael Mikaelian

You're playing your Colorless deck against Evan's Fighting deck. It's been a pretty close game, but it looks like Evan's going to win. You played Pokédex this turn and used it to look at five of the last six cards in your deck. They are, in order, Double Colorless Energy, Bill, Super Energy Removal, Revive, and Water Energy. You also know that the last card is Impostor Professor Oak, because you had to shuffle it into your deck when Evan played Lass.

Evan is pretty sure that he will Knock Out one more Pokémon next turn. But you can still win this game (although maybe not on this turn). Keep in mind that you don't have collect your last two Prizes to win the game. If Evan has no Pokémon in play or if Evan can't draw a card at the beginning of any of his turns, you win. Answer on page 126.



Evan's
Active
Pokémon

Card Highlights



Impostor Professor Oak

Your opponent shuffles his or her hand into his or her deck, then draws 7 cards.



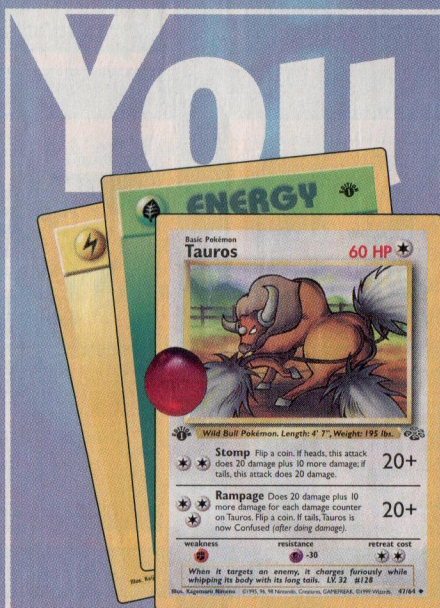
Revive

Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounded down to the nearest 10).

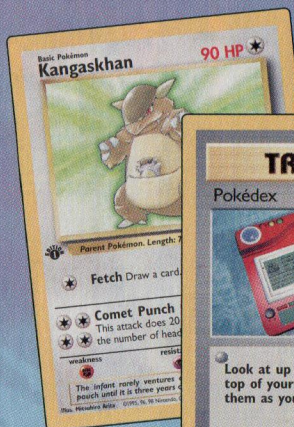


Super Energy Removal

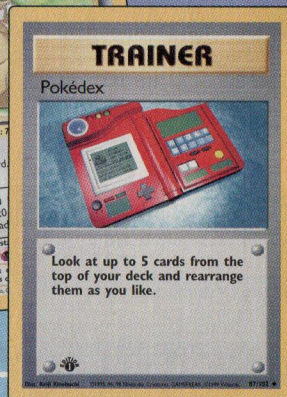
Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.



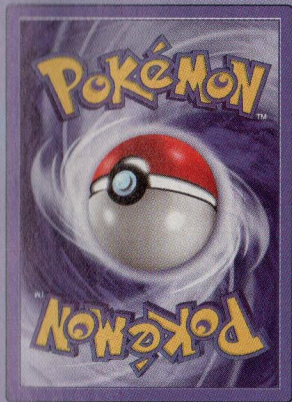
Your
Active
Pokémon



Your Discard Pile



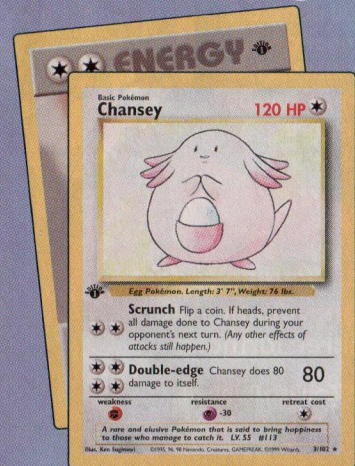
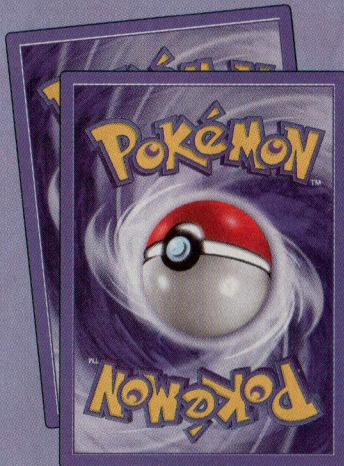
7 cards remaining in Deck | No cards in Hand



Evan's Prizes (1 Remaining)

Evan's Bench

6 cards remaining in Deck



Your Prizes (2 Remaining)

Your Bench



Your Hand

The \$\$60,000,000,000 Man

On a desert planet scorched by twin suns, bounty hunters scour the planet looking for Vash the Stampede, a gunslinger so dangerous, a \$\$60,000,000,000 reward has been placed on his head! Vash, also known as the Human Typhoon, has been credited with the destruction of several towns, but miraculously, there is no record of him ever taking a life, and Vash rarely even draws his weapon. However, only two things ever happen to those who catch up to Vash - they either crawl away wounded (mostly from self-inflicted damage), or they stagger away in disbelief that such a dork could possibly be the man they are looking for!

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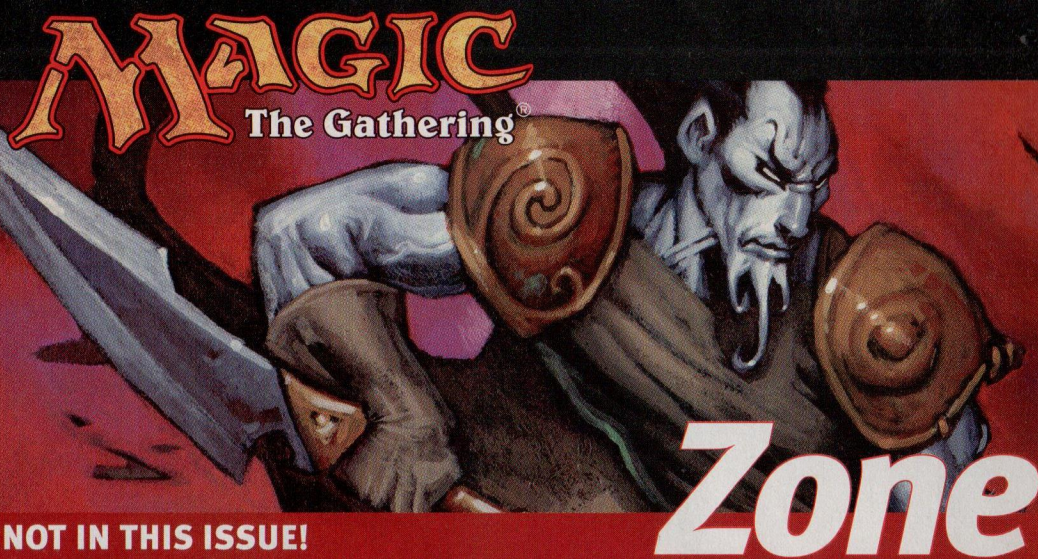
48 MAGIC: THE PUZZLING

53 PULL-OUT GUIDE

85 TOPDECK ORACLE

PARENTS!

The MagicZone contains language and fantastical images that might not be appropriate for our youngest readers. Although we feel that Magic's many positives, such as encouraging imagination, social interaction, and reading skills make it a great game for millions worldwide, parents should always be aware of what and why their children are reading. If this issue came with a Magic booster pack, parents should examine those cards before letting young children play with them.



NOT IN THIS ISSUE!

MAGICMÓN—Volrath—I Choose You!

HOUSE OF PT—The first Pro-Tour event in the new house-of-cards format.

CELEBRITY MANAMATCH!—Kevin Bacon's mono-red "7-billion Degrees" deck takes all comers.

RATH STORY

BY DANEEN MCDERMOTT
AND SCOTT MCGOUGH

Eladamri's Daughter, I Presume?

THE DARK AMBASSADOR

THINGS ARE SO INSANE IN RATH

that the Phyrexian overlords have decided to send in a referee. Mind you, things are insane because the Phyrexians made them that way, and their referee is unknowingly part of a vile and terrible experiment... but that doesn't stop them from wanting to enforce a little discipline. If you're going to conquer, kill, and recycle a nexus-plane full of people, you at least want to make sure you do it in an orderly fashion.



Eye of Yawgmoth
illus. DiTerlizzi

When Volrath abandoned the Evincar's throne, Phyrexia immediately took steps to install a new evincar that was even more to their liking. But Phyrexia cannot resist testing its subjects, so in a monstrous act of cruelty, their agent murdered Eladamri's daughter and carried her body off to Phyrexia.

There, she was rebuilt and reborn as Belbe. Though she retains the face and body of an elf maiden, Belbe has a Phyrexian brain and a Phyrexian heart. Her occasional lapses into childlike wonder are surely just a glitch. Only the foolish think they are traces of Avila's personality.

Ambassador Belbe comes to Rath with a mission to accomplish. Her instructions are explicit, and she has both the physical and political power to carry out those instructions. Greven, Ertai, and even Crovax himself quickly learn not to underestimate the seemingly childish figure: Belbe has a direct line of communication to Phyrexia's Inner

Circle, and to challenge her authority is to challenge theirs.

Belbe arrives in Rath and immediately declares the throne vacant until she can render a decision. But the Stronghold has always been a place of betrayal and intrigue, and the moment Belbe goes to work on her decision, the candidates go to work on her...and each other. Crovax tries to bully her, Ertai tries to turn her, and Greven tries to keep her from getting them all killed. To make matters worse, Crovax and Greven are at each other's throats, strange new energy storms are raging across Rath, and the rebels are pressing their advantage in the absence of a damaged and dry-docked *Predator*. Through all this, Belbe needs to keep the flowstone production running at better than maximum efficiency if the invasion is to happen on schedule. She

despises Crovax, feels a kind of kinship for Ertai, and respects Greven's point of view as a longtime Stronghold

resident and survivor.

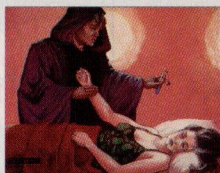
Amid such chaos, no one can safely say which way the Ambassador's fragile new personality will lean, or what kinds of choices she will make. Not even the Ambassador herself.

Sadly, there wasn't room for a Belbe card in the *Nemesis* set. R&D offered the story team two black Legends, and in the final analysis, it made more sense to have those legends be Crovax and Volrath, established story characters with a great deal of history, rather than Belbe, a new character that isn't totally defined until the end of the book.

We did get Belbe onto the three card images you see below and into flavor text elsewhere in the set. I'll always regret not having a Belbe card; maybe we can get the production department to mock up a poster of her using Mark Tedin's original



Belbe's Armor
illus. D. Alexander Gregory



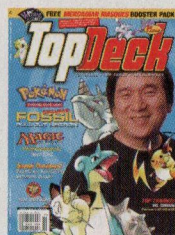
Murderous Betrayal
illus. Randy Gallegos

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I AM IN PHYREXIA.

I AM IN AGONY.

I CAME UNINVITED, AN ENEMY.
WHAT I SAW IN RATH GAVE ME
NEW INSIGHT.

NEMESIS



THEY SEE WHAT I AM
CAPABLE OF. BETRAYAL.
MADNESS. MURDER.

I HAVE FOUND A NEW HOME,
A NEW FUTURE...AND A NEW
CAUSE TO FIGHT FOR.

WHEN MY TRANSFORMATION
IS COMPLETE, I WILL BE
READY. I AM DESTINED FOR
GREATNESS.

THE WORLD THAT BORE ME
WILL SEE MY GLORY...THEN
COWER...THEN DIE.

WRITTEN BY SCOTT MCGOUGH & KEV WALKER
ILLUSTRATED BY KEV WALKER
EDITED BY MICHAEL MIKAELIAN
BASED ON NEMESIS BY PAUL B. THOMPSON

ELSEWHERE, I SUSPECT,
THEY'RE STILL PICKING
UP THE PIECES.

EASY WITH MY SHIP, WHELP!

IT'D BE EASIER IF YOU'D
STOP BELLOWING —

DON'T PUSH IT, BOY.
I DON'T NEED YOU
THAT MUCH.

DOCK MY SHIP SAFELY
OR YOU DIE. AFTER THAT...PRAY
THAT LORD VOLRATH HAS A
USE FOR YOU.

RIGHT NOW, COMMANDER,
YOU NEED ME TO PARK THIS
LUMBERING SCOW.

UNDERSTOOD?

ARROGANT MUTT.

UNDERSTOOD.

SWINE.



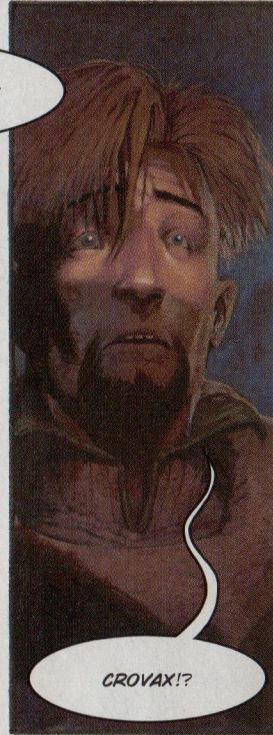
LORD VOLRATH? I HAVE
ANOTHER PRISONER FOR YOU.



"VOLRATH?"
I'M SORRY, BUT YOUR
"LORD" HAS FLED.



I AM EVINCAR NOW.



CROVAX!?

KILL THAT FOOL!



I'D LIKE TO SEE YOU TRY!



ANY OTHER ORDERS,
COMMANDER?



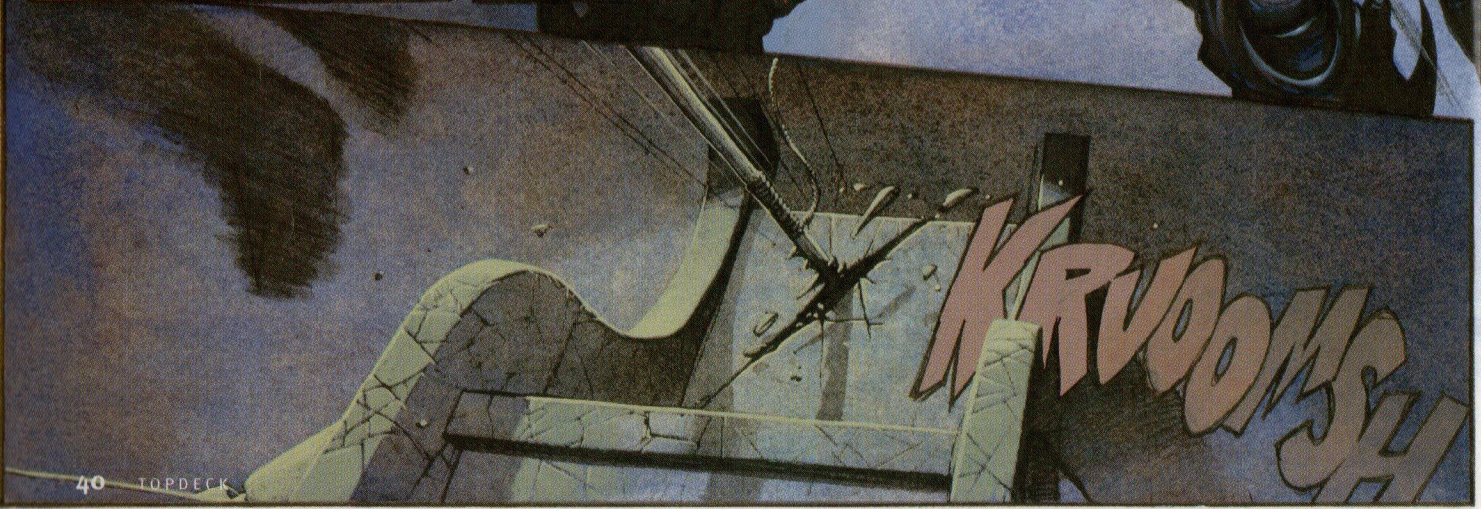
LIE DOWN, WHELP.

OOF!



THIS IS BETWEEN ME AND HIM.

YAAH!





YOU'VE GOT GUTS,
COMMANDER.



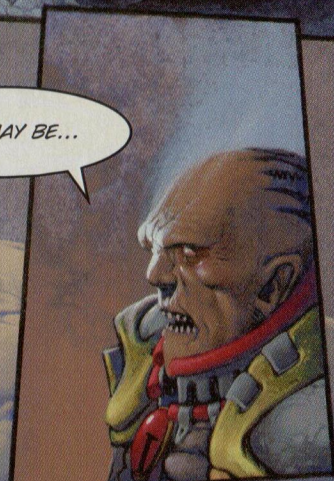
I THINK I'LL RIP THEM OUT AND
STRANGLE YOU WITH THEM.



WHA...!?



YOUR POWERS ARE WEAK.



THEY MAY BE...



...BUT **I** AM MORE THAN
A MATCH FOR YOU!



WE'LL SEE.

AAAAAGH!

ARE ALL OF THE
WEATHERLIGHT'S CREW
SO DELUSIONAL?

WHEN THEIR HEADS GRACE
THE SAME ROW OF SPIKES
AS YOURS, YOU CAN ASK THEM
YOURSELF.

THIS IS INSANE...


WHAT'S THIS?




ENOUGH!




EH?



WHO DARES!?



I AM BELBE,
PHYREXIAN
AMBASSADOR TO
RATH.



IN THE NAME OF
THE INEFFABLE, I
WILL DECIDE WHO
RULES HERE.



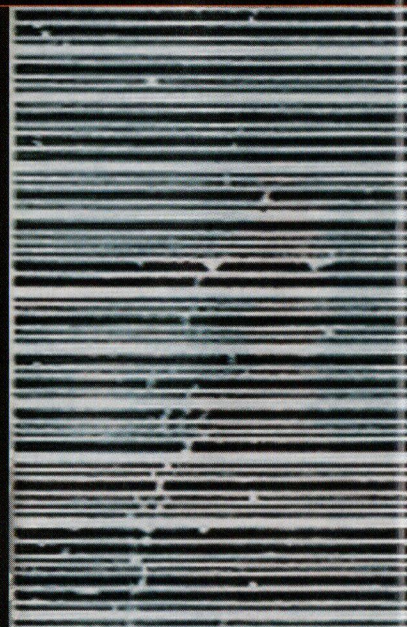
BUT...

...THE THRONE WAS PROM-
ISED TO ME. I AM THE ONE WHO
WILL CRUSH THE ENEMY...

WHATEVER
IT TAKES
TO GET
THERE.



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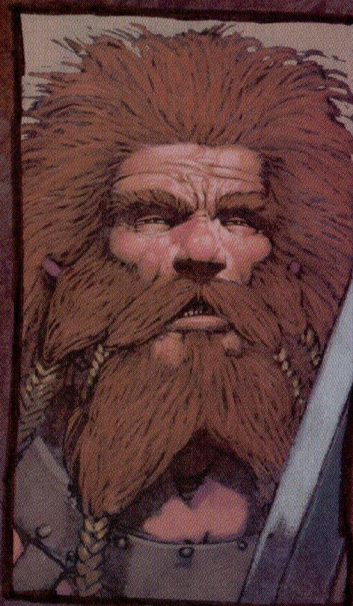
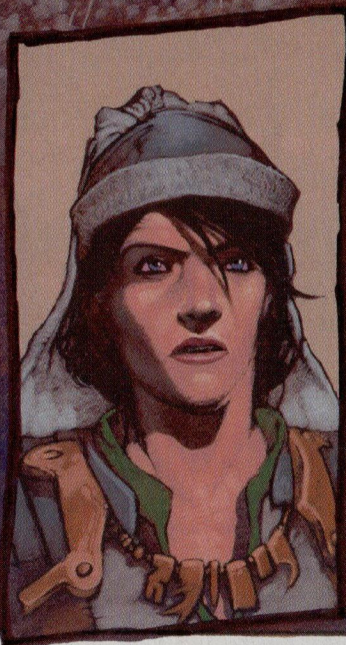


...IT IS MY DESTINY!

THE PREDATOR IS GROUNDED.
THE STRONGHOLD HAS BEEN BREACHED.
WE WILL NEVER HAVE A BETTER CHANCE
TO SEIZE OUR FREEDOM!

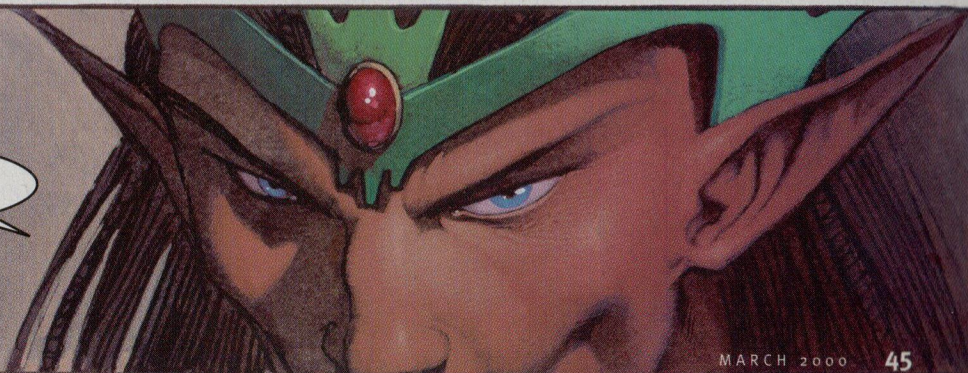
DO WE FIGHT?

AYE!



THEN SOUND THE CALL TO ARMS.

WE GO TO WAR!



Screw someone



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MAGIC
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on valentine's day.

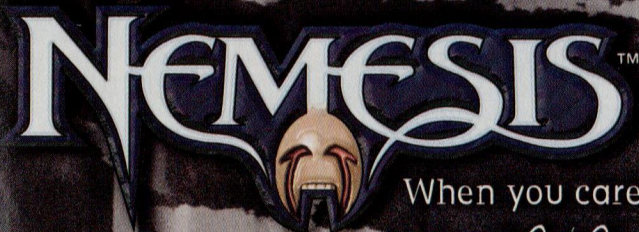
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FADING GLORY!

YOUR OPPONENT IS MIKE.

The two of you are playing an all *Nemesis* game. Using a number of Refreshing Rains, Mike has managed to get his life total up to 38. During your draw phase, you draw Flowstone Strike, and you realize you can win the game this turn. It is now the start of your main phase.

DEFEAT MIKE THIS TURN.

The answer is on page 127.



Flint Golem • 2/3



Flowstone Thopter • 4/4

MIKE black/blue/green • 38 life remaining
YOU black/white/green/red • 11 life remaining





Forest (2)

Island (4)

Swamp (3)



Rusting Golem • 3/3
3 counters



Rathi Fiend • 2/2



Belbe's Percher • 2/2



Oraxid • 2/3



Blastoderm • 5/5
1 counter



Parallax Inhibitor



Seal of Cleansing



Overlaid Terrain



Phyrexian Prowler • 3/3
2 counters



Ancient Hydra • 5/1
4 counters



Woodripper • 4/6
1 counter



Plains (3)

Forest (4)

Swamp (3)

Mountain (4)

PROOF POSITIVE!

One of the jobs of R&D is to look at the films for a new set before they are sent to the printer to make sure there are no mistakes. This puzzle gives you a chance to step into R&D's shoes.

FIND THE 46 MISTAKES ON THE NINE CARDS BELOW.

The answer is on page 127.

CARD #1



CARD #2



CARD #3



CARD #4



CARD #5



CARD #6



CARD #7



CARD #8



CARD #9



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RINGSIDE

Unenlighten Me



Enlightenment wins used to mean that a player got lucky. Now, they mean that a player knows how to build a consistent combo deck. Enlightenment wins can come from behind, can overcome both robo-Military decks and turbo Honor-runners, and have started to win tournaments consistently. In this columnist's opinion, it's about freakin' time. *by Wolfgang Baur*



There Must Be 14 Ways to Stop the Brotherhood

How does one cope with corrupt blitz decks, the Phoenix speed Honor decks, and an Enlightenment run by the Brotherhood? Just like with Lion speed, exploding Crane, and crushing Ponies in earlier days, it's now time to metagame against the Monks. Yup, it's time to stop using those anti-Enlightenment cards as coasters and break up the Brotherhood racket.

What can you do to free yourself from these turbulent priests? With a little thought, any good player can send them crying back to their monasteries.

Jurojin's Touch

This Kiho from the *Scorpion Clan Coup*

set removes a card in the discard pile from the game. If your opponent ever drops a Ring into the discard pile, bow a Monk or Shugenja as a Reaction to make sure that Ring never comes into play. Most Brotherhood Enlightenment players will concede the game at this point.

Unfortunately, this action is much less useful against other Clans. It prevents Oni no Shikibu and Yoritomo Furikae from recycling, as well as stops Path of Wisdom from bouncing back to its owner's hand, but that's about it.

Doom of the Brotherhood

Okay, this one's obvious, but it works. The Event comes up; a Ring goes away—as long as your opponent is holding a Dharma Technique. If the Event does resolve, the trick is in choosing the right Ring to destroy. Often, Water is the easy target, but Earth or Fire could be the right choice if your opponent has already used up the cards needed to get those Rings

into play. Never choose Air or Void if you've got a choice; these two are far too easy for a Monk player to get back into play.

Sun in Shadow

This card stops Double Chi. It stops Banish All Shadows. It stops every Kiho that the Monks depend on, and that's how it stops the Ring of Air (since this card negates the Kiho) or the Ring of Fire. Yes, Sun in Shadow is all that and a bag of chips.

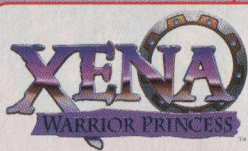
As if that were not enough, this *Ambition's Debt* card has a Focus value of 4, making it worthwhile against dueling decks or as Caravan-bait, and it slows down Kiho-heavy Phoenix and even Dragon decks. It's worthwhile, flexible, and powerful.

Imperial Edicts

This Reaction card allows you to cancel any one Spell, Kiho, or innate ability as it's about to be performed. In other words, it stops crucial Monk cards such as Walking the Way, Banish All Shadows, Dharma Technique, or even Isawa Hochiu's innate dueling reaction. However, playing Imperial Edicts requires discarding the Imperial Favor, so it's really only useful for Honor runners who can count on Favor control.

These days, any idiot with five Ring cards and a dream can jump onto the Kaede Sensei bandwagon and go to town.

CLASSICDECK



by Daneen McDermott

The *Battle Cry* expansion introduced the most versatile "card-retriever" yet—Xena's Graveyard Search. "Guards! Guards!" has seven card retrievers: Xena's Graveyard Search, Hades (retrieves three characters), and Autolycus, who (ahem) retrieves himself.

Seven other cards of this deck are designed to take out your opponents' characters: Xena's Wrath rids you of pesky weenies; Behind Bars punishes your opponent for holding characters back; Callisto punishes blockers; and Velasca can take out any character you choose.

The rest of the deck is comprised of guards. Lots of guards. Little guards who change into big guards. Blockers to keep your opponent at a standstill until you

can bring on the punishment. Guards, guards, guards.

AUTOLYCUS'S ANTICS: COMBOS WORTHY OF THE KING OF THIEVES

Autolycus + Autolycus: with the ability to shuffle from your discard pile back into your deck, there should always be a King of Thieves in your deck. If there's always one in your deck, you must always have a deck. And the only way to lose this game is to run out of deck!

Plague of Locusts

Because this Event takes out Merchant Caravans, it makes playing Ring of the Void a little more difficult. Furthermore, it wipes out the Small Farms and Merchant Caravans that are often a staple of Brotherhood Gold production. Plague of Locusts is also effective against other deck types that depend on free speed Gold, such as Naga, Shadowlands, and most Military decks.

Kuro Sensei

While he's not useful against most decks, Kuro Sensei is worth playing as a backup Sensei in combination with someone like Shoji Sensei, At'tok'tuk Sensei, or Nio Sensei. When you face the Brotherhood, simply use Kuro instead of your primary Sensei.

Kuro allows your Personalities to refuse all challenges, even ones that are normally unrefusable. In other words, you will never duel a Monk. Because a player can never create a duel between his or her own Personalities, the only way for your opponent to get the Ring of Fire into play will be to use Finding the Harmony. If your opponent does have the Kiho, he or she can swap Ring of Fire into play—but if you have Sun in Shadow, even Finding the Harmony won't work.

Distractions of the Flesh

Save this one until your opponent has four Rings in play and then crush his or her hopes as he or she plays the fifth. The Ring returns to your opponent's Fate deck—and you've just bought yourself another turn. Unfortunately, against anything but Enlightenment decks, this is pretty much a coaster.

Led from the True Path

Originally printed in the *Scorpion Clan Coup* set, Led from the True Path is a Kiho that returns a Ring to your opponent's hand—but the restrictions on this Kiho are incredibly tough. You need a Monk Personality with the Shadowlands trait and a Chi of 5 or more to cast it. Roshungi has the Shadowlands trait but not the Chi, and Tetsuya and Experienced Hizuka have the opposite problem. Still, if you've got the right tools to set it up, this does shut down 25 percent of your opponent's win condition (assuming he or she starts with a Ring in play)—roughly equivalent to a 10-point Honor loss for an Honor runner.

One Life, One Action

Prevent Finding the Harmony—as well as other Monk staples, like Entrapping Terrain and Purity of Spirit—from ruining your day. Best of all, it's not just good against Enlightenment—this versatile card also keeps cudgels like Deadly Ground or Deeds, Not Words from clubbing you more than once.

Wolfgang Baur ain't 'fraid o' no Monks. In fact, reports indicate that Monk-bustin' makes him feel good.

Amnesia/Forgotten Lessons (Combo)

Because pretty much all Enlightenment decks depend on Kaede Sensei to grab Rings, Forgotten Lessons slows them to a crawl for a turn. Then Amnesia slows them for multiple turns! They may still draw the Rings, but odds are good they won't drop three Rings at once while their Sensei is knocked out.

Salt the Earth

This card indirectly prevents Enlightenment wins by making a Monk deck more vulnerable to Military attack and less able to pull together the necessary combos. Holy Home Village, Mystic Ground, Tidal Land Bridge, Clan Heartland, and Refuge of the Three Sisters are all popular Regions in Brotherhood decks—and this card gets rid of them. Sure, the 6 Gold cost is steep, but Salt the Earth also works against Shrine decks, Golden Sun Plains, and all the other Regions that your opponent may be counting on. If your opponent hoped to sacrifice Shioda to the Refuge to get a crucial card for that last Ring, well, he or she's out of luck.

Nightmares of Juchiban

Tired of watching Monks bow for a Banish All Shadows that's become permanently attached with Blessings of Isawa? Give the poor guy nightmares and watch him wither every time he straightens. This card can also cripple Phoenix and Dragon decks. Okay, it's not effective against most Military decks, but just watch it give Hoshi Maseru the cold sweats.

The World Stood Still

This event from *Scorpion Clan Coup* stops Enlightenment as well as Master of Five decks, and hammers military monks, Phoenix decks of all stripes, and METH decks for good measure. Simply put, it prevents anyone from playing Air, Earth, Fire, Void, Water, and Wind cards—and it bows any such cards that are already in play, negates their effects, and prevents them from straightening. No Rings affect play. The effects last for two turns—make the most of them.

The Great Silence

This simple kiho prevents anyone from playing action cards during the phase you play it in, stopping the grinding repetition of Banish All Shadows, Finding the Harmony, and similar monk tricks for a turn. In fact, it shuts down any other wanker deck that spends ages drawing and shuffling during the Limited phase. Against military decks, it stops a battle cold when it's favorable to you. ▲

**If you've heard
"I play Air,
Fire, and
Void—I win
again!"
once too
often, wel-
come to the
club.**

Autolycus + Valesca: Valesca discards Autolycus from your hand to get rid of your opponents' peskiest character(s). Then you shuffle Autolycus back into your deck right away.

Gate Guards + Elite Temple Guards: a 7-power character on turn one.

Elite Temple Guards + Behind Bars: Set up blockers and then punish your opponent if they won't attack. ▲

GUARDS! GUARDS!

Characters (16)

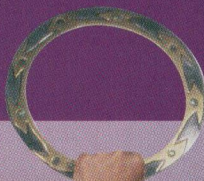
- 2 Autolycus, King of Thieves
- 1 Callisto
- 4 Castle Guard
- 3 Elite Temple Guard
- 4 Gate Guard
- 1 Hades
- 1 Valesca

Actions (9)

- 2 Behind Bars
- 4 Xena's Graveyard Search
- 3 Xena's Wrath

Resources (15)

- 7 Blue
- 8 Red



CLASSICDECK

VAMPIRE™

THE ETERNAL STRUGGLE

by Chris Thomasson

Though there are many permutations of the stealth-bleed deck, the classic Malkavian variety still kicks ass in a lot of tournaments. This version contains mostly core Obfuscate and Dominate cards and little else, with a couple of tricks to give it an edge. Notice, for example, the presence of Brainwash, Pentex Subversion, and Memory's Fading Glimpse. If two or three of these go off in a game, you should be able to slow down the arrival of any of your prey's minions with intercept potential. In addition, cards like Deflection, Obedience, and Telepathic Counter should keep you alive long enough to grab at least two or three victory points.

Remember one thing when playing this deck: Some of your vampires will burn. Suck your minions dry with Minion Tap and Blood Doll, don't block vampires that don't threaten with high bleed, and focus on slaughtering your prey as quickly as possible. ▲

Sneak Attack!

Master (25)

- 1 Asylum Hunting Ground
- 1 The Barrens
- 2 Blood Doll
- 4 Brainwash
- 2 Direct Intervention
- 2 Dominate
- 1 Elder Library
- 1 Elysium: The Arboretum
- 1 Giant's Blood
- 1 Madness Network
- 3 Minion Tap
- 2 Obfuscate
- 2 Pentex Subversion
- 2 Tribute to the Master

Reactions (18)

- 5 Deflection
- 4 Obedience
- 2 Precognition
- 2 Spirit's Touch
- 3 Telepathic Counter
- 2 Wake with Evening's Freshness

Actions (10)

- 4 Govern the Unaligned
- 2 Memory's Fading Glimpse
- 2 Mind Rape
- 2 Psychic Veil

Action Modifiers (37)

- 5 Bonding
- 4 Cloak the Gathering
- 4 Command of the Beast
- 6 Conditioning
- 2 Elder Impersonation
- 5 Faceless Night
- 2 Foreshadowing Destruction
- 6 Lost in Crowds
- 3 Swallowed by the Night

Crypt (14)

- 1 Cornelius Ottavio
- 1 Didi Meyers
- 1 Dr. Jest
- 2 Gilbert Duane
- 1 Gregger Anderssen
- 1 Leandro
- 2 Mariel, Lady Thunder
- 1 Normal
- 1 Ohanna
- 1 Ozmo
- 1 Watenda
- 1 Zebulon

CLASSICDECK

RAGE

by Matt Farney

THOSE CRAZY GALLIARDS!

TRIBE

- Galliard Tribe

GAROU (20)

(includes starting Rage)

- 1 Hunts-by-Neon (9)
- 1 Leeds Quick-to-Anger (5)
- 1 Fellwar the Cursed (4)
- 1 Smoke Dancer (2)

SEPT (31)

- 2 Bane Spider
- 3 Call of the Wyld
- 2 Call of the Wyrms
- 1 Caterwaul
- 2 Corinna
- 2 Corrupted Blight Child
- 3 Distractions
- 3 Ditch Fight

- 1 Hunts the Wounded
- 2 Naturae Boon
- 2 Rob the Power of the Wyrms
- 3 Shadows by the Firelight
- 2 The Pelt of Peace
- 1 Thunderwyrms
- 2 Tribal War

COMBAT (20)

- 2 Bear Hug
- 1 Big Honkin' Club
- 1 Block and Strike
- 1 Channel Spirit
- 2 Cheap Kitchen Knife
- 2 Death Kiss
- 1 Fetal Position
- 2 Follow Through

- 2 Iron Willpower
- 2 Roll with the Blow
- 1 Steel Arm to the Chest
- 1 Too Fast for You?
- 1 Uncontrollable Fury
- 1 Y'Broke Mah Laig!

YOUR BASIC PLAN? KILL STUFF. Talk about it (score points). Kill more stuff. Use tricks (score more points).

Hunts-by-Neon is the best fighter in the game. As Hunts goes, so goes this deck. Fellwar makes sure that the right Combat card is on top. Caterwaul, Distractions, and Pelt of Peace limit opponents' combat options. Smoke Dancer can sometimes end the Alpha Phase. Call of the Wyrms and Call of the Wyld result in free second alpha actions under specific circumstances. Use the Galliard Tribe card ability liberally, but don't always bet to win.

Death Kiss, the Tribe card, and Shadows by Firelight give explosive scoring potential. First-turn wins are possible, though unlikely. Expect to be attacked frequently.



The Ashalan are one of the most popular Factions in the **Legend of the Burning Sands** game, and they won "Moonless Nights," a fan-run series of tournaments (for more on Moonless Nights, visit www.planet.net.au/~zfaulkes/moonless.html).

What makes the Ashalan a top contender and fan fave? Part of the answer is Eyla the Protector. She's a turn-two card who's a solid 4S/4K on her own in battle. It only takes a couple of cards—like Wisdom of the Stars and Offensive Terrain—for her to lay waste to a City Section by herself.

Another strength of the Ashalan is their Stronghold ability, which lets them attack a second time every turn, at night. Cards like Swift Revenge and Across the Desert at Midnight provide similar effects, so you can deliver a one-two punch to your opponents even when your Stronghold is bowed.

Eyla's Protection Racket

STRONGHOLD

The City of the Seventh Star

CITY SECTIONS (4)

2 Jewel of the Desert
2 Underwater Lake

ACTIONS (20)

2 Across the Desert
at Midnight
2 Allies in the Crowd
2 Counterattack

2 Desperate Reserves

2 Goods from the East

2 No Escape

3 Offensive Terrain

2 Swift Revenge

3 Wisdom of the Stars

FOLLOWERS (2)

2 Spearmen

HEROES (15)

1 Adnan

1 Dawn

3 Eyla the Protector

3 Hojyn

3 Lamassar

2 Rohshem

1 Samarhad

1 Tarya

HOLDINGS (15)

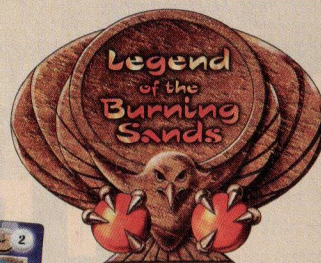
3 Burning Marketplace

3 Copper Mine

3 The Scale Man

3 Small Well

CLASSICDECK



by Zen Faulkes



3 Wheat Fields

ITEMS (2)

1 The Khadja

1 Nehayah

STORY (1)

1 Tale of the Last Raid

A game of netrunner typically goes through three phases:

the opening, in which the Corporation hurries to secure the central data forts and establish the subsidiary forts; the midgame, in which the Runner lacks the bits or the icebreakers to disrupt the Corporation; and the endgame, where the Runner can successfully run any fort, given enough bits.

Many Runner decks work to bring about the endgame as quickly as possible. Some employ the inexpensive Mystery Box repeatedly to establish a full suite of icebreakers quickly (and for peanuts). The "big dig" plans intend to bridge the gap between opening and endgame by using the Highlighter virus or many RD Moles to access *all* the cards in RD.

This flexible and simple Runner deck intends nothing special—merely to move the Runner through the difficult midgame with economy. The Runner plans to make only profitable midgame runs with Mouse and helper cards like Lockjaw and Lucidrine Booster Drug. An incomplete Icebreaker suite is not a problem with the one-shot generic icebreaker Rent-I-Con, while Terrorist Reprisal is frequently the Runner's best counterpunch in a midgame. Ideally, this assortment will enable the Runner to steal the winning agenda points in a flurry by combining Sandbox Dig or Executive File Clerk with Promises, Promises plus Custodial Position or Executive Wiretaps.

End Run

RUNNER DECK

HARDWARE (3)

1 Little Black Box
1 Militech MRAM Chip
1 Zetatech Mem Chip

PREPS (17)

1 Bodyweight
Synthetic Blood
1 Cruising for
Netwatch
1 Custodial Position
1 Executive Wiretaps
1 Finders Keepers
1 Gideon's Pawnshop
1 Ice and Data's
Guide to the Net
1 Jack 'n' Joe
1 Livewire's Contacts
1 Lucidrine Booster
Drug
1 On the Fast Track
1 Promises, Promises
1 Score!
1 Stakeout
1 Temple Microcode
Outlet
1 Terrorist Reprisal
1 Valu-Pak Software
Bundle

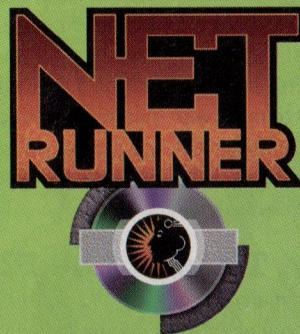
PROGRAMS (11)

1 Dwarf
1 Force Shield
1 Jackhammer
1 Lockjaw
1 Loony Goon
1 Mouse
1 Psychic Friend
1 Raffles
1 Redecorator
1 Reflector
1 Rent-I-Con

RESOURCES (14)

1 Access to Arasaka
1 Back Door to Hilliard
1 Broker
1 Executive File Clerk
1 Fall Guy
1 Junkyard BBS
1 Liberated Savings
Account
1 Rigged Investments
1 Sandbox Dig
1 Short-Term Contract
1 Smith's Pawnshop
1 Streetware
Distributor
1 Umbrella Policy
1 Wired Switchboard

CLASSICDECK



by Frisco del Rosario

Visit Frisco's newsgroup
reviews and beyond:
www.best.com/~cattekin.

GOMORRA DISPATCH

These Guys Ain't Just Mad— They're Angry!



This deck, in one or another state tuning, dominated my local play group for nearly six months. At one of the story tournaments in which I played, it tied for first place. These Mad Scientists really kick butt for science! by Chris McKitterick

Although the New Front Home card might seem more gunfight-worthy, the original Home enables the Collegium to achieve a civilized win. That is, the famous Erik Z. and his colleagues can gain control of Gomorra (one Control Point for every Gadget in the deck—a total of 24) without engaging in barbaric activity. If anyone threatens their research or, heaven forbid, their lives, they'll run 'em outta town in the back of a ghost rock-powered hearse. You might've noticed that almost every Gadget these ladies and gentlemen build is a Weapon. This behavior's maybe a little on the brutish side, but no one ought to mess with their research facility. And heck—Suzy, Erik, and Gunther just kinda like playin' with guns. The Death's Head Jokers they pack help make sure their Weapons do their messy but necessary jobs.

Okay, This Is the Plan

Build as many Gadgets as you can, as fast as you can. Ignore what your opponents are doing; fate will even the score. If someone tries to start trouble before your scientists are appropriately armed (say, by playing Massacre at High Noon at your Home), simply let the blackguards know that the Sheriff's Watchin' (this Action cancels any other Action that would make any Dude—or Dudes—Wanted), and see them stumble Home. If you're unlucky enough not to have a telegraph line to the sheriff and you end up fightin' before you're ready, you can still use Take You with Me. If your opponent cheats, well, what's good for the goose is also Sauce for the Gander (this Cheatin'! card lets you swap shootout hands while protecting you from further Cheatin'! cards). These Reactions help keep things civilized—if no one messes with you, you won't mess with them.

Gadgets Ain't Cheap!

Gadgets cost ghost rock. Well, usually—here we have some very resourceful inventors. Alice Chamberlain is so good at scrounging for and building Weapons that she can create just about anything in the Collegium's arsenal for free. Benny Hibbs is the model of a fine engineer—he helps *everyone* with their creations, reducing costs by 2. And Erik Zarkov, inventor of the Ray Gun, practically carries a carriage-full of these “phlogistic deatomizers”! They have no cost when he's building them, and he doesn't even need to pull to see if they succeed. These three Dudes are in your start-ing posse—with these three, you have the resources to build as many as three Gadgets per turn, for absolutely no cost!

Prof. Susan's research yields +1 ghost rock per turn; meanwhile, Fineas Von Landingham's airship delivers 2 ghost rock from the Badlands to the Collegium every turn. The Scrapyard is such a great source of parts that it knocks down the cost of everything these genius Gadgeteers build by 1 ghost rock. All the Strikes that our esteemed scientists keep in operation are low-yield and, thus, tend not to be targets for Claim Jumpers and other crooks. Still, we're not greedy—a few spare ghost rock here and there are kind of nice for keeping the tools of the Collegium's trade operational.

You're Getting Fixed— Got a Problem with That?

Bob's Fix-It Shop is extremely handy. Put it into play as soon as you can, and use it when you're about to lose the Gadget most useful for the task—or tasks—at hand. I always use it to save a Ray Gun or Flamethrower, as one is free with Erik and the other grants gentlefolk like Meredith the ability to fry entire posses if they get too uppity. And always, *always* use it to save Suzy 309.

Collegium Death Manufactory

(Cards listed in value order. Starting Dudes in *italic* & light green.)

Outfit Card Home

Collegium (original)



Dudes

Elmo Schacci

(A ♠)

Alice Chamberlain

(4 ♠)

Gunther Hapworth

(5 ♠)

Benny Hibbs

(6 ♠)

Fineas Von Landingham (6 ♠)

Prof. Susan Franklin (7 ♠)

Meredith Singleton (8 ♠)

Erik Zarkov (9 ♠)

Suzy 309 (Gadget Dude) (Q ♠)

Goods

4 Air Gun (6 ♥)

2 Telescopic Pistol Sight (7 ♥)

4 Electrostatic Pump Gun (8 ♥)

1 Radar (8 ♥)

4 Flamethrower (9 ♥)

2 The Ammo-Matic (J ♥)

4 Ray Gun (Q ♥)

2 Zapper (K ♥)

She may have gotten out of control in an alternate timeline, but when properly directed, she's the Collegium's salvation. Also, she's a Gadget that Bob can put back into action with only a few minor repairs.

This particular starting posse is optimal. Not only can they pour awe-inspiring Gadgets into Gomorra without having to resort to petty "shopkeeperism," but Erik, Alice, and the rest also carry a whole lotta Influence. Five Dudes, 5 Influence: spreading it out like that keeps any one of them from being singled out as a target, while cumulatively they can maintain control of town for quite a while—usually long enough to build enough Control-Point Gadgets to win the contest. The main reason to hire more staff (that is, to put more Dudes into play) is so you have enough Mad Scientists to carry all the Weapons you build! A Weapons Locker helps—the ability to pack two ready Weapons gives you a *huge* advantage when piling up the Control early, but moving from the safety of Home to a Mine, the Scrapyard, or Bob's joint is risky.

Wake Up, Big Suzy

You must build Suzy 309 at your earliest convenience. She's tough (3 Stud), has lots of Influence (2), grants the Collegium a Control Point, and can have cool Goods (also worth Control Points) attached to her as soon as your Mads invent them. Say Erik Zarkov is packing a Flame-thrower. Have him create a Ray Gun (for free), and Suzy's special ability allows Erik to automatically bolt it onto her! Voila! She's now a 6 Stud worth 2 Control Points. Soup her up with a Weapon, some RADAR (boot it to move this Dude to a location some

other Dude just moved to), and a Telescopic Pistol Sight (a Shootout action that gives you automatic cheatin' Flushes), and BAM! she's worth 4 Control Points and she can kick anyone's fleshy butt. Of course, you shouldn't throw her into fights unless you must—only fools waste invaluable creations such as this fine mechanical lady. Still, her simple presence sure helps keep her creators relaxed when undead beasts and gunfighters are hangin' around.

Hapworth Scores!

If you have the cash, and if he already has a Weapon (remember always to give a Dude a Weapon before booting him or her), make sure you always meet Gunther Hapworth's needs. That is, keep his blood thinned with his favorite chemicals. It only costs 1 ghost rock per turn to make him a 3 Stud, and he turns into a serious 6 Stud every other turn if you keep up this level of medication. Give him a Ray Gun, Ammo-Matic, or Electrostatic Pump Gun, and pretty soon you'll be holding half your deck in your Shootout hand.

That's about it, folks. Build mountains of Gadgets as fast as you can; 3 Control during turn one is not uncommon for this deck. Another 2 Control every turn is likely, if you have enough Dudes to carry all that gear.

Ra, Ra, Ra, for radium!

Chris McKitterick doesn't get mad, he just gets mad scientist.



Deeds

Bob's Fix-It Shop	(8♦)	
Scrapyard	(9♦)	
Bottleneck Mine	(1♦)	Thunder Gulch Strike (Q♦)
Look Homeward Mine	(1♦)	Foale's Folly (K♦)
Harlot's Haven Strike	(Q♦)	Henry's Hole (K♦)

Actions

4 Sheriff's Watchin'	(8♦)
4 Take You with Me	(J♦)
4 Sauce for the Gander	(Q♦)

Jokers

2 Death's Head Joker



by Russell Keenan

This deck was designed and used by Daniel Stahl in his march to third place at the Dune World

Championships. In his own words, "This deck is defensive and slow, but it can handle most anything thrown at it by any other deck." Use Petitioning Tithe and Stranglehold to gain control of all of your Imperial cards quickly. Petitioning Tithe is especially lethal, as it allows you to petition for an Imperial card and pay yourself the final deployment cost (it sounds like cheating but it's not—not officially). This deck needs to set up an advantage early, so make sure you go first. Buy all the Favor you can get.

If you have any questions about Daniel's deck or the Dune game in general, email Russellk@wizards.com.

**Water, Water Everywhere,
So Let's All Have a Drink**
Championship deck by Daniel Stahl

House Sponsor:
WATER SELLERS' UNION

House profile:
12 Favor, 16 Solaris

'Lida Banfi by Paolo Parente



Imperial Deck (13)

1 Arrakeen
1 Arrakeen Water Facilities
1 Carthag
1 Carthag Engineering
1 Dune: Siridar Fief
1 Fakhir Zirut

1 Imperial Suk School Profits
1 'Lida Banfi
1 Lingar Bewt
1 Shadow Partnership
1 Smuggler Bribes
1 Suspensor Technologies
1 Zenzi Bewt

House Deck (40)

3 CHOAM Restructuring
3 Claim Initiative
3 False Diversion
3 Glacier Refinery
2 Guard Commander
2 House Agent
3 House Swordmaster

2 Landsraad Emissary
4 Petitioning Tithe
4 Security Sweep
3 Soaks (+ or -)
2 Sonar Probe
4 Stranglehold
2 Venomous Faith

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March 4–5, 2000

Do you have what it takes to rise above the rest? Come to Grand Prix–Kuala Lumpur and put your skills to the test against top-level competition. \$10,000 in prize money is at stake, and some of it could be yours.

Format: Extended

Fee: RM45 Preregistration before February 18
RM60 onsite



2. Magic: The Gathering® Invitational

March 2–5, 2000

One of the most exclusive **Magic**® events ever is coming to Malaysia. Watch 16 of the best **Magic** players from around the world try to out-wit each other in the ultimate showdown. Then show them everything you've got in a gunslinging session on Sunday, March 5. You'll also have an opportunity to meet two world-renown **Magic** artists.

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THE ULTIMATE SOURCE FOR MAGIC: THE GATHERING CARD TEXT

CLASSIC | URZA'S SAGA | URZA'S LEGACY | URZA'S DESTINY | MERCADIAN MASQUES

ROLL CALL

I remember the days when the thing I looked forward to the most was getting the latest copies of Who's Who in the DC Universe and The Official Handbook of the Marvel Universe Master Edition. I'd rip 'em out of their cellophane package and immediately put them into my neatly sorted binders. Of course, I used the binders made specifically for both of these products, and was very proud of my encyclopedic collection of superhero facts. Of course, I never read the whole thing all the way through, but I always scanned them front-to-back and stem-to-stern for characters I didn't know.

Those neatly sorted binders are long lost somewhere in Brooklyn (I've replaced them with a ton of game cards). They're probably trash by now, or squirreled away by another comics fanatic. I'll always remember how excited I was to learn something new about even the most familiar character. With that in mind, I proudly present Who's Who in the Magic Universe—a fact sheet about the premier characters in everyone's favorite TCG.

You've got questions about the characters in this month's Nemesis graphic novella? Hopefully, we've got answers.



▲ RANDY GALLEGOS

—Michael Mikaelian with Daneen McDermott

ORGANIZATION

The TopDeck Oracle is divided by color and alphabetized within each color. The expansion(s) the card has appeared in is listed at the end of each entry, and an expansion key is on the bottom of every page. This is the most accurate wording—more recent than what's on the cards themselves.

Reminder text appears on many cards to cover game mechanics specific to that card. This glossary covers all the reminder text on the cards within the TopDeck Oracle. Creature abilities covered under the basic rules, such as flying or trample, are not listed here.

Cycling

You may pay \times and discard this card from your hand to draw a card. Play this ability any time you could play an instant.

Echo

At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.

Haste

This creature may attack and \spadesuit the turn it comes under your control.

Landwalk

This creature is unblockable as long as defending player controls a LANDTYPE. (LANDTYPE is most often one of the basic land types.)

Walls

Walls cannot attack.

ARTIFACT

Aladdin's Ring

Artifact

8, \spadesuit : Aladdin's Ring deals 4 damage to target creature or player. AN, 3E-6E

Amber Prison

Artifact

You may choose not to untap Amber Prison during your untap step. 4, \spadesuit : Tap target artifact, creature, or land. As long as Amber Prison is tapped, that permanent doesn't untap during its controller's untap step. MR, 6E

Angel's Trumpet

Artifact

Attacking doesn't cause creatures to tap. At the end of each player's turn, tap all untapped creatures that player controls that did not attack this turn. Angel's Trumpet deals to the player damage equal to the number of creatures tapped this way. UL

Ankh of Mishra

Artifact

Whenever a land comes into play, Ankh of Mishra deals 2 damage to that land's controller. 1E-6E

Ashnod's Altar

Artifact

Sacrifice a creature: Add two colorless mana to your mana pool. AQ, CH, 5E-6E

Assembly Hall

Artifact

4, \spadesuit : Reveal a creature card in your hand, search your library for a copy of that card, and put the card into your hand. Then shuffle your library. MM

Barbed Wire

Artifact

At the beginning of each player's upkeep, Barbed Wire deals 1 damage to that player. 2: Prevent the next 1 damage that would be dealt by Barbed Wire this turn. MM

Bargaining Table

Artifact

\times , \spadesuit : Draw a card. X is the number of cards in an opponent's hand. MM

Barrin's Codex

Artifact

At the beginning of your upkeep, you may put a page counter on Barrin's Codex. 4, \spadesuit : Sacrifice Barrin's Codex: Draw X cards, where X is the number of page counters on Barrin's Codex. US

Beast of Burden

Artifact Creature

Beast of Burden's power and toughness are each equal to the total number of creatures in play. UL

Bottle of Suleiman

Artifact

1, Sacrifice Bottle of Suleiman: Flip a coin. If you lose the flip, Bottle of Suleiman deals 5 damage to you. If you win the flip, put a 5/5 Djinn artifact creature token with flying into play. AN, 3E-6E

Braidwood Cup

Artifact

\spadesuit : You gain 1 life. UD

Braidwood Sextant

Artifact

2, \spadesuit : Sacrifice Braidwood Sextant: Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library. UD

Brass Secretary

Artifact Creature

2, Sacrifice Brass Secretary: Draw a card. UD

Caltrops

Artifact

Whenever a creature attacks, Caltrops deals 1 damage to it. UD

Cathodion

Artifact Creature

When Cathodion is put into a graveyard from play, add three colorless mana to your mana pool. US

Charcoal Diamond

Artifact

Charcoal Diamond comes into play tapped. \spadesuit : Add \spadesuit to your mana pool. MR, 6E

Chimeric Staff

Artifact

\times : Chimeric Staff becomes an artifact creature with power and toughness each equal to X until end of turn. US

Citanul Flute

Artifact

\times , \spadesuit : Search your library for a creature card with converted mana cost no greater than X. Reveal

that card and put it into your hand. Then shuffle your library.

Claws of Gix

Artifact

1, Sacrifice a permanent: You gain 1 life. US

Copper Gnomes

Artifact Creature

4, Sacrifice Copper Gnomes: Put an artifact card from your hand into play. US

Crawlspace

Artifact

No more than two creatures may attack you each combat. UL

Credit Voucher

Artifact

2, \spadesuit : Sacrifice Credit Voucher: Shuffle any number of cards from your hand into your library, then draw that many cards. MM

Crenellated Wall

Artifact Creature — Wall

\spadesuit : Target creature gets +0/+4 until end of turn. MM

Crooked Scales

Artifact

4, \spadesuit : Choose target creature you control and target creature an opponent controls. Flip a coin. If you win the flip, destroy the creature the opponent controls. If you lose the flip, destroy the creature you control unless you pay 3 and reflip the coin. MM

Crumbling Sanctuary

Artifact

For each 1 damage that would be dealt to a player, that player removes the top card of his or her library from the game instead. MM

Crystal Chimes

Artifact

3, \spadesuit : Sacrifice Crystal Chimes: Return all enchantment cards from your graveyard to your hand. US

Crystal Rod

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life. 1E-6E

Cursed Totem

Artifact

Players can't play activated abilities of creatures. MR, 6E



Damping Engine

Artifact
A player who controls more permanents than any other can't play lands or artifact, creature, or enchantment spells. That player may sacrifice a permanent to ignore this effect until end of turn.

Dancing Scimitar

Artifact Creature
Flying.

Defense Grid

Artifact
During each player's turn, spells played by another player cost 3 more.

Dingus Egg

Artifact
Whenever a land is put into a graveyard from play, Dingus Egg deals 2 damage to that land's controller.

Disrupting Scepter

Artifact
3, ♣: Target player discards a card from his or her hand. Play this ability only during your turn.

Distorting Lens

Artifact
♣: Target permanent becomes the color of your choice until end of turn.

Dragon Blood

Artifact
3, ♣: Put a +1/+1 counter on target creature.

Dragon Engine

Artifact Creature
2: Dragon Engine gets +1/+0 until end of turn.

Dragon Mask

Artifact
3, ♣: Target creature you control gets +2/+2 until end of turn. Return that creature to its owner's hand at end of turn.

Endoskeleton

Artifact
You may choose not to untap Endoskeleton during your untap step. 2, ♣: Target creature gets +0/+3 as long as Endoskeleton remains tapped.

Extruder

Artifact Creature
Echo. Sacrifice an artifact: Put a +1/+1 counter on target creature.

Eye of Ramos

Artifact
♣: Add one blue mana to your mana pool. Sacrifice Eye of Ramos: Add one blue mana to your mana pool.

Fire Diamond

Artifact
Fire Diamond comes into play tapped. ♣: Add 2 to your mana pool.

Fluctuator

Artifact
Cycling costs you up to 2 less to play.

Flying Carpet

Artifact
2, ♣: Target creature gains flying until end of turn.

Fodder Cannon

Artifact
4, ♣: Sacrifice a creature: Fodder Cannon deals 4 damage to target creature.

Fountain of Youth

Artifact
2, ♣: You gain 1 life.

General's Regalia

Artifact
3: The next time a source of your choice would deal damage to you this turn, that damage is dealt to target creature you control instead.

Glasses of Urza

Artifact
♣: Look at target player's hand.

Grafted Skullcap

Artifact
At the beginning of your draw step, draw an additional card. At the end of your turn, discard your hand.

Grim Monolith

Artifact
Grim Monolith doesn't untap during your untap phase. ♣: Add three colorless mana to your mana pool. 4: Untap Grim Monolith. *See Banned & Restricted, p. 92.

Grinning Totem

Artifact
2, ♣: Sacrifice Grinning Totem: Search target opponent's library for a card and remove that card from the game. That player then shuffles his or her library. You may play the card as though it were in your hand. At the beginning of your next upkeep, if you haven't played the card, put it into its owner's graveyard.

Heart of Ramos

Artifact
♣: Add one red mana to your mana pool. Sacrifice Heart of Ramos: Add one red mana to your mana pool.

Henge Guardian

Artifact Creature
2: Henge Guardian gains trample until end of turn.

Hopping Automaton

Artifact Creature
0: Hopping Automaton gets -1/-1 and gains flying until end of turn.

Horn of Plenty

Artifact
Whenever a player plays a spell, he or she may pay 1. If that player does, he or she draws a card at end of turn.

Horn of Ramos

Artifact
♣: Add one green mana to your mana pool. Sacrifice Horn of Ramos: Add one green mana to your mana pool.

Howling Mine

Artifact
At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

Iron Lance

Artifact
3, ♣: Target creature gains first strike until end of turn.

Iron Maiden

Artifact
At the beginning of each of your opponents' upkeeps, Iron Maiden deals 1 damage to that player for each card more than four in his or her hand.

Iron Star

Artifact
Whenever a player plays a red spell, you may pay 1. If you do, you gain 1 life.

Ivory Cup

Artifact
Whenever a player plays a white spell, you may pay 1. If you do, you gain 1 life.

Jade Monolith

Artifact
1: The next time a source of your choice would deal damage to target creature this turn, that source deals that damage to you instead.

Jalum Tome

Artifact
2, ♣: Draw a card, then discard a card from your hand.

Jayemdae Tome

Artifact
4, ♣: Draw a card.

Jeweled Torque

Artifact
As Jeweled Torque comes into play, choose a color. Whenever a player plays a spell of the chosen color, you may pay 2. If you do, you gain 2 life.

Jhoira's Toolbox

Artifact Creature
2: Regenerate target artifact creature.

Junk Diver

Artifact Creature
Flying. When Junk Diver is put into a graveyard from play, return another target artifact card from your graveyard to your hand.

Karn, Silver Golem

Artifact Creature
Whenever Karn, Silver Golem blocks or becomes blocked, it gets -4/-4 until end of turn. 1: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. (That artifact retains its abilities.)

Kyren Archive

Artifact
At the beginning of your upkeep, you may remove the top card of your library from the game face down. 5: Discard your hand, Sacrifice Kyren Archive: Put all cards removed from the game with Kyren Archive into their owner's hand.

Kyren Toy

Artifact
1, ♣: Put a charge counter on Kyren Toy. ♣: Remove X charge counters from Kyren Toy: Add X plus one colorless mana to your mana pool.

Lead Golem

Artifact Creature — Golem
Whenever Lead Golem attacks, it doesn't untap during its controller's next untap step.

Lifeline

Artifact
Whenever a creature is put into a graveyard and another creature is in play, return the first creature

from that graveyard to play under its owner's control at end of turn.

Lotus Blossom

Artifact
At the beginning of your upkeep, you may put a petal counter on Lotus Blossom. ♣: Sacrifice Lotus Blossom: Add X mana of any one color to your mana pool, where X is the number of petal counters on Lotus Blossom.

Magistrate's Scepter

Artifact
4, ♣: Put a charge counter on Magistrate's Scepter. ♣: Remove three charge counters from Magistrate's Scepter: Take another turn after this one.

Mana Prism

Artifact
♣: Add one colorless mana to your mana pool. 1, ♣: Add one mana of any color to your mana pool.

Mantis Engine

Artifact Creature
2: Mantis Engine gains flying until end of turn. 2: Mantis Engine gains first strike until end of turn.

Marble Diamond

Artifact
Marble Diamond comes into play tapped. ♣: Add 2 to your mana pool.

Masticore

Artifact Creature
At the beginning of your upkeep, you may discard a card from your hand. If you don't, sacrifice Masticore. 2: Masticore deals 1 damage to target creature. 2: Regenerate Masticore.

Meekstone

Artifact
Creatures with power 3 or greater don't untap during their controllers' untap steps.

Memory Jar

Artifact
♣: Sacrifice Memory Jar: Each player removes his or her hand from the game, face down, and draws seven cards. At end of turn, each player discards his or her hand and returns to his or her hand each card he or she removed from the game this way. *See Banned & Restricted, p. 92.

Mercadian Atlas

Artifact
At the end of your turn, if you didn't play a land this turn, you may draw a card.

Mercadian Lift

Artifact
1, ♣: Put a winch counter on Mercadian Lift. ♣: Remove X winch counters from Mercadian Lift: Put a creature card with converted mana cost X from your hand into play.

Metalworker

Artifact Creature
♣: Reveal any number of artifact cards in your hand. Add two colorless mana to your mana pool for each card revealed this way.

Metrognome

Artifact
When a spell or ability an opponent controls causes you to discard Metrognome, put four 1/1 Gnome artifact creature tokens into play.

4, ♣: Put a 1/1 Gnome artifact creature token into play.

Millstone

Artifact
2, ♣: Put the top two cards of target player's library into his or her graveyard.

Mishra's Helix

Artifact
X, ♣: Tap X target lands.

Mobile Fort

Artifact Creature
3: Mobile Fort gets +3/-1 until end of turn and may attack this turn as though it weren't a Wall. Play this ability only once each turn.

Monkey Cage

Artifact
When a creature comes into play, sacrifice Monkey Cage and put into play a number of 2/2 green Ape creature tokens equal to that creature's converted mana cost.

Moss Diamond

Artifact
Moss Diamond comes into play tapped. ♣: Add 2 to your mana pool.

Mystic Compass

Artifact
1, ♣: Target land becomes a basic land type of your choice until end of turn.

Noetic Scales

Artifact
At the beginning of each player's upkeep, return to its owner's hand each creature that player controls with power greater than the number of cards in his or her hand.

Obsidian Golem

Artifact Creature — Golem
1E-4E, 6E

Ornithopter

Artifact Creature
Flying.

Panacea

Artifact
X X, ♣: Prevent the next X damage that would be dealt to target creature or player this turn.

Patagia Golem

Artifact Creature — Golem
3: Patagia Golem gains flying until end of turn.

Pentagram of the Ages

Artifact
4, ♣: The next time a source of your choice would deal damage to you this turn, prevent that damage.

Phyrexian Colossus

Artifact Creature
Phyrexian Colossus doesn't untap during your untap step. Pay 8 life: Untap Phyrexian Colossus. Phyrexian Colossus can't be blocked except by three or more creatures.

Phyrexian Processor

Artifact
As Phyrexian Processor comes into play, pay any amount of life. 4, ♣: Put a black Minion creature token into play. Its power and toughness are each equal to the amount of life paid.

Phyrexian Vault

Artifact
2, ♣: Sacrifice a creature: Draw a card.

Pit Trap

Artifact
2, ♣: Sacrifice Pit Trap: Destroy target attacking creature without flying. It can't be regenerated.

Powder Keg

Artifact
At the beginning of your upkeep, you may put a fuse counter on Powder Keg. ♣: Sacrifice Powder Keg: Destroy each artifact and creature with converted mana cost equal to the number of fuse counters on Powder Keg.

Power Matrix

Artifact
♣: Target creature gets +1/+1 and gains flying, first strike, and trample until end of turn.

Primal Clay

Artifact Creature
Primal Clay comes into play as your choice of a 3/3 artifact creature, a 2/2 artifact creature with flying, or a 1/6 Wall artifact creature.

Puffer Extract

Artifact
X, ♣: Target creature you control gets +X/+X until end of turn. Destroy it at end of turn.

Purging Scythe

Artifact
At the beginning of your upkeep, Purging Scythe deals 2 damage to the creature with the least toughness. If two or more creatures are tied for least toughness, you choose one.

Quicksilver Amulet

Artifact
4, ♣: Put a creature card from your hand into play.

Ring of Gix

Artifact
Echo. 1, ♣: Tap target artifact, creature, or land.

Rishadan Pawnshop

Artifact
2, ♣: Shuffle target card in play you control into its owner's library.

Rod of Ruin

Artifact
3, ♣: Rod of Ruin deals 1 damage to target creature or player.

Scrapheap

Artifact
Whenever an artifact or enchantment is put into your graveyard from play, you gain 1 life.

Scrying Glass

Artifact
3, ♣: Choose a number greater than 0 and a color. Target opponent reveals his or her hand. If that opponent reveals exactly the chosen number of cards of the chosen color, you draw a card.

Skull Catapult

Artifact
1, ♣: Sacrifice a creature: Skull Catapult deals 2 damage to target creature or player.

Skull of Ramos

Artifact
♣: Add one black mana to your mana pool. Sacrifice Skull of Ramos: Add one black mana to your mana pool.



Sky Diamond 2
Artifact
Sky Diamond comes into play tapped. ♣: Add 1 to your mana pool. MR, 6E

Smokestack 4
Artifact
At the beginning of your upkeep, you may put a soot counter on Smokestack. At the beginning of each player's upkeep, that player sacrifices a permanent for each soot counter on Smokestack. US

Snake Basket 4
Artifact
♣, Sacrifice Snake Basket: Put X 1/1 green Cobra creature tokens into play. Play this ability only if you could play a sorcery. VI, 6E

Soul Net 1
Artifact
Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life. 1E-6E

Storage Matrix 3
Artifact
As long as Storage Matrix is untapped, instead of each player untapping the permanents he or she controls during his or her untap step, that player chooses artifacts, creatures, or lands. Permanents other than those of the chosen type don't untap this untap step. UD

Storm Cauldron 5
Artifact
Each player may play an additional land during each of his or her turns. Whenever a land is tapped for mana, return it to its owner's hand. AL, 6E

Teferi's Puzzle Box 4
Artifact
At the beginning of each player's draw step, that player puts his or her hand on the bottom of his or her library in any order, then draws that many cards. VI, 6E

Temporal Aperture 2
Artifact
♣, ♣: Shuffle your library and reveal the top card. Until end of turn, as long as that card remains on top of your library, you may play the card as though it were in your hand without paying its mana cost. If the spell has ♣ in its mana cost, X is 0. US

The Hive 5
Artifact
♣, ♣: Put a 1/1 Wasp artifact creature token with flying into play. 1E-6E

Thran Dynamo 4
Artifact
♣: Add three colorless mana to your mana pool. UD

Thran Foundry 1
Artifact
1, ♣: Remove Thran Foundry from the game: Target player shuffles his or her graveyard into his or her library. UD

Thran Golem 5
Artifact Creature — Golem 3/3
As long as Thran Golem is enchanted, it gets +2/+2 and has flying, first strike, and trample. UD

Thran Lens 2
Artifact
All permanents are colorless. UL

Thran Turbine 1
Artifact
At the beginning of your upkeep, you may add up to two colorless mana to your mana pool. This mana can't be spent to play spells. US

Thran War Machine 4
Artifact Creature 4/5
Echo. Thran War Machine attacks each turn if able. UL

Thran Weaponry 4
Artifact
Echo. You may choose not to untap Thran Weaponry during your untap phase. 2, ♣: All creatures get +2/+2 as long as Thran Weaponry remains tapped. UL

Throne of Bone 1
Artifact
Whenever a player plays a black spell, you may pay 1. If you do, you gain 1 life. 1E-6E

Ticking Gnomes 3
Artifact Creature 3/3
Echo. Sacrifice Ticking Gnomes: Ticking Gnomes deals 1 damage to target creature or player. UL

Tooth of Ramos 3
Artifact
♣: Add one white mana to your mana pool. Sacrifice Tooth of Ramos: Add one white mana to your mana pool. MM

Toymaker 2
Artifact Creature — Spellshaper 1/1
1, ♣: Discard a card from your hand: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. (It retains its abilities.) MM

Umbilicus 2
Artifact
At the beginning of each player's upkeep, that player returns a permanent he or she controls to its owner's hand unless he or she pays 2 life. US

Urza's Armor 6
Artifact
Each time a source would deal damage to you, it deals that much damage minus 1 instead. US

Urza's Blueprints 6
Artifact
Echo. ♣: Draw a card. US

Urza's Incubator 3
Artifact
As Urza's Incubator comes into play, choose a creature type. Creature spells of the chosen type cost 2 less to play. UD

Voltaic Key 1
Artifact
1, ♣: Untap target artifact. *See Banned & Restricted, p. 92. US

Wall of Junk 2
Artifact Creature 0/7
Whenever Wall of Junk blocks, return it to its owner's hand at end of combat. US

CROVAX

TITLES: Former crewmember of the Weatherlight, Urborg Noble, and Heir Apparent to the Evincar's Throne

STATS: Homo sapiens phyrexia, 5'6", 180 lbs. (in human form), approximately 30 years old

BRIEF HISTORY: Crovax joined the crew of the Weatherlight primarily to track down Selenia, guardian angel of his family estate and his one true love. In Rath, Crovax had to kill Selenia to protect his crewmates, invoking the curse that completed the first stage of his downward spiral into evil. His experiences in Nemesis complete the second stage of his descent.

SIGNATURE CARD: Massacre (Nemesis)

QUOTE: "Blood is foul, the flesh is dross. My ascendance thirsts for life itself."

—Vicious Hunger (Nemesis)



Wand of Denial 2
Artifact
♣: Look at the top card of target player's library. If it's a nonland card, you may pay 2 life. If you do, put it into that player's graveyard. VI, 6E

Wheel of Torture 3
Artifact
At the beginning of each of your opponents' upkeeps, Wheel of Torture deals 1 damage to that player for each card fewer than three in his or her hand. UL

Whetstone 3
Artifact
3: Each player puts the top two cards of his or her library into his or her graveyard. US

Wirecat 4
Artifact Creature 4/3
Wirecat can't attack or block if an enchantment is in play. US

Wooden Sphere 1
Artifact
Whenever a player plays a green spell, you may pay 1. If you do, you gain 1 life. 1E-6E

Worm Powerstone 3
Artifact
Worm Powerstone comes into play tapped. ♣: Add two colorless mana to your mana pool. US

Worry Beads 3
Artifact
At the beginning of each player's upkeep, that player puts the top card of his or her library into his or her graveyard. MM

BLACK

Abyssal Horror 4
Creature — Horror 2/2
Flying. When Abyssal Horror comes into play, target player discards two cards from his or her hand. US

Abyssal Hunter 3
Creature — Minion 1/1
♣, ♣: Tap target creature. Abyssal Hunter deals damage equal to its power to that creature. MR, 6E

Abyssal Specter 2
Creature — Specter 2/3
Flying. Whenever Abyssal Specter deals damage to a player, that player discards a card from his or her hand. IA, 5E-6E

Agonizing Memories 2
Sorcery
Look at target player's hand and choose two cards from it. Put those cards on top of that player's library in any order. WL, 6E

Alley Grifters 1
Creature — Mercenary 2/2
Whenever Alley Grifters becomes blocked, defending player discards a card from his or her hand. MM

Apprentice Necromancer 1
Creature — Wizard 1/1
♣, ♣: Sacrifice Apprentice Necromancer: Return target creature card from your graveyard to play. That creature gains haste. At end of turn, sacrifice it. UD

Body Snatcher 2
Creature — Minion 2/2
When Body Snatcher comes into play, you may discard a creature card from your hand. If you don't, remove Body Snatcher from the game. When Body Snatcher is put into a graveyard from play, remove Body Snatcher from the game and return target creature card from your graveyard to play. UD

Bog Imp 1
Creature — Imp 1/1
Flying. DK, 4E-6E, P1

Bog Raiders 2
Creature — Zombie 2/2
Swampwalk. US

Bog Rats 1
Creature — Rat 1/1
Bog Rats can't be blocked by Walls. DK, CH, 5E-6E

Bog Smugglers 1
Creature — Mercenary 2/2
Swampwalk. MM

Bog Witch 2
Creature — Spellshaper 1/1
♣, ♣: Discard a card from your hand: Add ♣♣♣ to your mana pool. MM

Bog Wraith 3
Creature — Wraith 3/3
Swampwalk. 1E-6E, P1

Bone Shredder 2
Creature — Minion 1/1
Flying, echo. When Bone Shredder comes into play, destroy target nonartifact, nonblack creature. UL

Breach 2
Instant
Target creature gets +2/+0 until end of turn. That creature can't be blocked this turn except by artifact creatures and/or black creatures. US

Brink of Madness 2
Enchantment
At the beginning of your upkeep, if you have no cards in hand, sacrifice Brink of Madness to have target opponent discard his or her hand. UL

Bubbling Muck 1
Sorcery
Until end of turn, whenever a player taps a swamp for mana, it produces an additional ♣. UD

Cackling Fiend 2
Creature — Zombie 2/1
When Cackling Fiend comes into play, each opponent discards a card from his or her hand. US

Cackling Witch 1
Creature — Spellshaper 1/1
♣, ♣: Discard a card from your hand: Target creature gets +X/+0 until end of turn. MM

Carnival of Souls 1
Enchantment
Whenever a creature comes into play, you lose 1 life and add ♣ to your mana pool. UD

Carriion Beetles 1
Creature — Insect 1/1
2, ♣: Remove up to three target cards in a single graveyard from the game. US

Cateran Brute 2
Creature — Mercenary 2/2
2, ♣: Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. Then shuffle your library. MM

Cateran Enforcer 3
Creature — Mercenary 4/3
Cateran Enforcer can't be blocked except by artifact creatures and black creatures. MM

Cateran Kidnappers 2
Creature — Mercenary 4/2
3, ♣: Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. Then shuffle your library. MM

Cateran Overlord 4
Creature — Mercenary 7/5
Sacrifice a creature: Regenerate Cateran Overlord. 6, ♣: Search your library for a Mercenary card with converted mana cost 6 or less and put that card into play. Then shuffle your library. MM

Cateran Persuader 2
Creature — Mercenary 2/1
1, ♣: Search your library for a Mercenary card with converted mana cost 1 or less and put that card into play. Then shuffle your library. MM

Cateran Slaver 4
Creature — Mercenary 5/5
Swampwalk. 5, ♣: Search your library for a Mercenary card with converted mana cost 5 or less and put that card into play. Then shuffle your library. MM

Cateran Summons 1
Sorcery
Search your library for a Mercenary card, reveal that card, and put it into your hand. Then shuffle your library. MM

Chime of Night 1
Enchant Creature
When Chime of Night is put into a graveyard from play, destroy target nonblack creature. UD

Coercion

Sorcery
Look at target opponent's hand and choose a card from it. That player discards that card.

VI, TE, 6E, P2

Conspiracy

Enchantment
As Conspiracy comes into play, choose a creature type. Creatures you control and creature cards in your graveyard, hand, and library are of the chosen type.

MM

Contamination

Enchantment
Whenever a land is tapped for mana, it produces ♣ instead of its normal type and amount. At the beginning of your upkeep, sacrifice Contamination unless you sacrifice a creature.

US

Corrupt

Sorcery
Corrupt deals to target creature or player damage equal to the number of swamps you control. You gain life equal to the damage dealt this way.

US

Corrupt Official

Creature — Minion
2 ♣: Regenerate Corrupt Official. Whenever Corrupt Official becomes blocked, defending player discards a card at random from his or her hand.

MM

Crazed Skirge

Creature — Imp
Flying, haste.

US

Dark Hatching

Creature — Horror
Flying. When Dark Hatching comes into play, destroy target nonblack creature. It can't be regenerated.

US

Dark Ritual

Instant
Add ♣♣♣ to your mana pool.

IA, MR, TE, US, MM, 1E-5E

Darkest Hour

Enchantment
All creatures are black.

US

Deathgazer

Creature — Lizard
Whenever Deathgazer blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat.

MM

Deepwood Ghoul

Creature — Zombie
Pay 2 life: Regenerate Deepwood Ghoul.

MM

Deepwood Legate

Creature — Shade
If an opponent controls a forest and you control a swamp, you may play Deepwood Legate without paying its mana cost. ♣: Deepwood Legate gets +1/+1 until end of turn.

MM

Delraich

Creature — Horror
Trample. You may sacrifice three black creatures instead of paying Delraich's mana cost.

MM

Derelor

Creature — Thrull
Your black spells cost ♣ more to play.

FE, 5E-6E

Despondency

Enchant Creature
Enchanted creature gets -2/-0. When Despondency is put into a graveyard from play, return Despondency to its owner's hand.

US

Diabolic Servitude

Enchantment
When Diabolic Servitude comes into play, return target creature card from your graveyard to play. When the returned creature is put into a graveyard, remove that creature from the game and return Diabolic Servitude to its owner's hand. When Diabolic Servitude leaves play, remove the returned creature from the game.

US

Discordant Dirge

Enchantment
At the beginning of your upkeep, you may put a verse counter on Discordant Dirge. ♣, Sacrifice Discordant Dirge: Look at target opponent's hand and choose up to X cards from it, where X is the number of verse counters on Discordant Dirge. That player discards those cards.

US

Disease Carriers

Creature — Rat
When Disease Carriers is put into a graveyard from play, target creature gets -2/-2 until end of turn.

UD

Doomsday

Sorcery
Search your library and graveyard for any five cards and remove the rest from the game. Put the chosen cards on top of your library in any order. You lose half your life, rounded up.

WL, 6E

Dread of Night

Enchantment
White creatures get -1/-1.

TE, 6E

Drudge Skeletons

Creature — Skeleton
♣: Regenerate Drudge Skeletons.

1E-6E

Dry Spell

Sorcery
Dry Spell deals 1 damage to each creature and each player.

HL, 6E, P1

Duress

Sorcery
Look at target opponent's hand and choose a non-creature, nonland card from it. That player discards that card.

US

Dying Wail

Enchant Creature
When enchanted creature is put into a graveyard from play, target player discards two cards from his or her hand.

UD

Eastern Paladin

Creature — Knight
♣♣, ♣: Destroy target green creature.

US

Encroach

Sorcery
Look at target player's hand and choose a nonbasic land card from it. That player discards that card.

UD

Enfeeblement

Enchant Creature
Enchanted creature gets -2/-2.

MR, TE, 6E

Engineered Plague

Enchantment
As Engineered Plague comes into play, choose a creature type. All creatures of the chosen type get -1/-1.

UL

Enslaved Horror

Creature — Horror
When Enslaved Horror comes into play, each other player may return a creature card from his or her graveyard to play.

MM

Eradicate

Sorcery
Remove target nonblack creature from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.

UD

Evil Eye of Orms-by-Gore

Creature — Horror
Evil Eye of Orms-by-Gore can't be blocked except by Walls. Except for creatures named Evil Eye of Orms-by-Gore, creatures you control can't attack.

LE, 5E-6E

Eviscerator

Creature — Horror
Protection from white. When Eviscerator comes into play, you lose 5 life.

UL

Exhume

Sorcery
Each player puts a creature card from his or her graveyard into play.

US

Expunge

Instant
Cycling 2. Destroy target nonartifact, nonblack creature. It can't be regenerated.

US

Extortion

Sorcery
Look at target player's hand and choose up to two cards from it. That player discards those cards.

MM

Fallen Angel

Creature — Angel
Flying. Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn.

LE, CH, 5E, 6E

Fatal Blow

Instant
Destroy target creature that was dealt damage this turn. It can't be regenerated.

WL, 6E

Fear

Enchant Creature
Enchanted creature can't be blocked except by artifact creatures and/or black creatures.

IA, 1E-6E

Feast of the Unicorn

Enchant Creature
Enchanted creature gets +4/+0.

HL, 6E

Feral Shadow

Creature — Night Stalker
Flying.

MR, 6E, P1

Festering Wound

Enchant Creature
At the beginning of your upkeep, you may put an infection counter on Festering Wound. At the beginning of the upkeep of enchanted creature's controller, Festering Wound deals X damage to that player, where X is the number of infection counters on Festering Wound.

UD

Flesh Reaver

Creature — Horror
Whenever Flesh Reaver deals damage to a creature or opponent, Flesh Reaver deals that much damage to you.

US

Fog of Gnats

Creature — Insect
Flying. ♣: Regenerate Fog of Gnats.

UL

Forbidden Crypt

Enchantment
If you would draw a card, return a card from your

graveyard to your hand instead. If you can't, you lose the game. If a card would be put into your graveyard, remove that card from the game.

MR, 6E

Forced March

Sorcery
Destroy all creatures with converted mana cost X or less.

MM

Ghoul's Feast

Instant
Target creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard.

MM

Giant Cockroach

Creature — Insect

4/2

Gravebane Zombie

Creature — Zombie
If Gravebane Zombie would be put into a graveyard from play, put Gravebane Zombie on top of its owner's library instead.

MR, 6E

Gravedigger

Creature — Zombie
When Gravedigger comes into play, you may return target creature card from your graveyard to your hand.

TE, 6E, P1

Greed

Enchantment
♣, Pay 2 life: Draw a card.

LE, 4E, 6E

Haunted Crossroads

Enchantment
♣: Put target creature card from your graveyard on top of your library.

MM

Hecatomb

Enchantment
When Hecatomb comes into play, sacrifice Hecatomb unless you sacrifice four creatures. Tap an untapped swamp you control: Hecatomb deals 1 damage to target creature or player.

IA, 5E-6E

Hidden Horror

Creature — Horror
When Hidden Horror comes into play, sacrifice it unless you discard a creature card from your hand.

WL, 6E, P2

Highway Robber

Creature — Mercenary
When Highway Robber comes into play, you gain 2 life and target opponent loses 2 life.

MM

Hollow Dogs

Creature — Hound
Whenever Hollow Dogs attacks, it gets +2/+0 until end of turn.

US

Howl from Beyond

Instant
Target creature gets +X/+0 until end of turn.

IA, 1E-6E

Ill-Gotten Gains

Sorcery
Remove Ill-Gotten Gains from the game. Each player discards his or her hand, then returns up to three cards from his or her graveyard to his or her hand.

US

Internal Contract

Sorcery
Draw four cards. You lose half your life, rounded up.

MR, 6E

Instigator

Creature — Spellshaper
1 ♣♣, ♣: Discard a card from your hand: Creatures target player controls attack this turn if able.

MM

Insubordination

Enchant Creature
At the end of the turn of enchanted creature's controller, Insubordination deals 2 damage to that player unless enchanted creature attacked this turn.

MM

Intimidation

Enchantment
Creatures you control can't be blocked except by artifact creatures and black creatures.

MM

Kjeldoran Dead

Creature — Skeleton
When Kjeldoran Dead comes into play, sacrifice a creature. ♣: Regenerate Kjeldoran Dead.

IA, 5E-6E

Larceny

Enchantment
Whenever a creature you control deals combat damage to a player, that player discards a card from his or her hand.

MM

Leshrac's Rite

Enchant Creature
Enchanted creature has swampwalk.

IA, 5E-6E

Liability

Enchantment
Whenever a card is put into a player's graveyard from play, that player loses 1 life.

1 ♣♣

Looming Shade

Creature — Shade
♣: Looming Shade gets +1/+1 until end of turn.

US

Lost Soul

Creature — Minion

1 ♣♣

Swampwalk.

2/1

Lurking Evil

Enchantment
Pay half your life, rounded up: Lurking Evil becomes a 4/4 Horror creature with flying.

US

Lurking Jackals

Enchantment
When an opponent has 10 life or less, if Lurking Jackals is an enchantment, it becomes a 3/2 Hound creature.

UD

Lurking Skirge

Enchantment
When a creature is put into an opponent's graveyard, if Lurking Skirge is an enchantment, Lurking Skirge becomes a 3/2 Imp creature with flying.

UL

Maggot Therapy

Enchant Creature
You may play Maggot Therapy any time you could play an instant. Enchanted creature gets +2/-2.

MM

Mana Leech

Creature — Worm
You may choose not to untap Mana Leech during your untap step. ♣: Tap target land. It doesn't untap during its controller's untap step as long as Mana Leech remains tapped.

US

Midnight Ritual

Sorcery
Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a black 2/2 Zombie creature token into play.

x 2 ♣

Mind Warp

Sorcery
Look at target player's hand and choose X cards from it. That player discards them.

IA, 5E-6E

Mischievous Poltergeist

Creature — Ghost
Flying. Pay 1 life: Regenerate Mischievous Poltergeist.

WL, 6E

Misshaped Fiend

Creature — Mercenary
Flying.

1 ♣

Molting Harpy

Creature — Mercenary
Flying. At the beginning of your upkeep, sacrifice Molting Harpy unless you pay 2.

MM

Necrosavant

♣♣, Sacrifice a creature: Return Necrosavant from your graveyard to play. Play this ability only during your upkeep and only if Necrosavant is in your graveyard.

5/5

Nether Spirit

Creature — Spirit
At the beginning of your upkeep, if Nether Spirit is the only creature card in your graveyard, you may return Nether Spirit to play.

1 ♣♣

Nightmare

Creature — Nightmare
Flying. Nightmare's power and toughness are each equal to the number of swamps you control.

1E-6E

Nightshade Seer

Creature — Wizard
2 ♣, ♣: Reveal any number of black cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way.

UD

No Mercy

Enchantment
Whenever a creature deals damage to you, destroy it.

UL

No Rest for the Wicked



Enchanted creature gets +2/+2 and has flying. Whenever a creature dealt damage by enchanted creature this turn is put into a graveyard, put a +1/+1 counter on enchanted creature.

Vampiric Tutor

Instant
Search your library for a card, then shuffle your library and put that card on top of it. You lose 2 life. •See *Banned & Restricted*, p. 92.

Vebulid

Creature — Horror
Vebulid comes into play with a +1/+1 counter on it. At the beginning of your upkeep, you may put a +1/+1 counter on Vebulid. When Vebulid attacks or blocks, destroy it at end of combat.

Vendetta

Instant
Destroy target nonblack creature. It can't be regenerated. You lose life equal to that creature's toughness.

Victimize

Sorcery
As an additional cost to play Victimize, sacrifice a creature. Put two target creature cards from your graveyard into play tapped.

Vile Requiem

Enchantment
At the beginning of your upkeep, you may put a verse counter on Vile Requiem. 1: Sacrifice Vile Requiem: Destroy up to X target nonblack creatures, where X is the number of verse counters on Vile Requiem. They can't be regenerated.

Wall of Distortion

Creature — Wall
2: ♣, ♠: Target player discards a card from his or her hand. Play this ability only if you could play a sorcery.

Western Paladin

Creature — Knight
♣, ♠: Destroy target white creature.

Witch Engine

Creature — Horror
Swampwalk. ♣: Add ♣♣♣♣ to your mana pool. Target opponent gains control of Witch Engine.

Yawgmoth's Bargain

Enchantment
Skip your draw step. Pay 1 life: Draw a card. •See *Banned & Restricted*, p. 92.

Yawgmoth's Edict

Enchantment
Whenever an opponent plays a white spell, that player loses 1 life and you gain 1 life.

Yawgmoth's Will

Sorcery
Until end of turn, you may play cards in your graveyard as though they were in your hand. If a card would be put into your graveyard this turn, remove that card from the game instead. •See *Banned & Restricted*, p. 92.

Zombie Master

Creature — Lord
All Zombies have "♣: Regenerate this creature" and swampwalk.

BLUE

Abduction

Enchant Creature
When Abduction comes into play, untap enchanted creature. You control enchanted creature. When enchanted creature is put into a graveyard, return that creature to play under its owner's control.

Academy Researchers

Creature — Wizard
When Academy Researchers comes into play, you may put an enchant creature card from your hand into play enchanting Academy Researchers.

Aerial Caravan

Creature — Soldier
Flying. 1: ♣: Remove the top card of your library from the game. Until end of turn, you may play that card as though it were in your hand. (Reveal the card as you remove it from the game.)

Air Elemental

Creature — Elemental
Flying.

Ancestral Memories

Sorcery
Look at the top seven cards of your library and put two of them into your hand. Put the rest into your graveyard.

Annul

Instant
Counter target artifact or enchantment spell.

Anthroplasm

Creature — Shapeshifter
Anthroplasm comes into play with two +1/+1 counters on it. ♣, ♠: Remove all +1/+1 counters from Anthroplasm and put X +1/+1 counters on it.

Arcane Laboratory

Enchantment
Each player can't play more than one spell each turn.

Archivist

Creature — Wizard
♣: Draw a card.

Attunement

Enchantment
Return Attunement to its owner's hand: Draw three cards, then discard four cards from your hand.

Aura Flux

Enchantment
All other enchantments have "At the beginning of your upkeep, sacrifice this enchantment unless you pay 2."

Aura Thief

Creature — Illusion
Flying. When Aura Thief is put into a graveyard from play, you gain control of all enchantments. (You don't get to move local enchantments.)

Back to Basics

Enchantment
Nonbasic lands don't untap during their controllers' untap steps.

Balloon Peddler

Creature — Spellshaper
♣, ♠: Discard a card from your hand: Target creature gains flying until end of turn.

Barrin, Master Wizard

Creature — Legend
2: Sacrifice a permanent: Return target creature to its owner's hand.

Blizzard Elemental

Creature — Elemental
Flying. 3: ♣: Untap Blizzard Elemental.

Blockade Runner

Creature — Merfolk
♣: Blockade Runner is unblockable this turn.

Boomerang

Instant
Return target permanent to its owner's hand.

Bouncing Beebles

Creature — Beeble
Bouncing Beebles is unblockable as long as defending player controls an artifact.

Brainstorm

Instant
Draw three cards, then put two cards from your hand on top of your library in any order.

Bribery

Sorcery
Search target opponent's library for a creature card and put that card into play under your control. That player then shuffles his or her library.

Brine Seer

Creature — Wizard
2: ♣, ♠: Reveal any number of blue cards in your hand. Counter target spell unless its controller pays 1 for each card revealed this way.

Browse

Enchantment
2: ♣: Look at the top five cards of your library and put one of them into your hand. Remove the rest from the game.

Bubbling Beebles

Creature — Beeble
Bubbling Beebles is unblockable as long as defending player controls an enchantment.

Buoyancy

Enchant Creature
You may play Buoyancy any time you could play an instant. Enchanted creature has flying.

Catalog

Instant
Draw two cards, then discard a card from your hand.

Chambered Nautilus

Creature — Beast
Whenever Chambered Nautilus becomes blocked, you may draw a card.

Chameleon Spirit

Creature — Illusion
As Chameleon Spirit comes into play, choose a color. Chameleon Spirit's power and toughness are each equal to the number of permanents of the chosen color your opponents control.

Charisma

Enchant Creature
Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

Chill

Enchantment
Red spells cost 2 more to play.

Cloak of Mists

Enchant Creature
Enchanted creature is unblockable.

Cloud of Faeries

Creature — Faerie
Cycling 2: Flying. When Cloud of Faeries comes

into play, if you played it from your hand, untap up to two lands.

Cloud Sprite

Creature — Faerie
Flying. Cloud Sprite may block only creatures with flying.

Coastal Piracy

Enchantment
Whenever a creature you control deals combat damage to an opponent, you may draw a card.

Confiscate

Enchant Permanent
You control enchanted permanent.

Coral Merfolk

Creature — Merfolk

Counterspell

Instant
Counter target spell.

Cowardice

Enchantment
Whenever a creature becomes the target of a spell or ability, return that creature to its owner's hand.

Curfew

Instant
Each player returns a creature he or she controls to its owner's hand.

Customs Depot

Enchantment
Whenever you play a creature spell, you may pay 1. If you do, draw a card, then discard a card from your hand.

Daring Apprentice

Creature — Wizard
♣: Sacrifice Daring Apprentice: Counter target spell.

Darting Merfolk

Creature — Merfolk
♣: Return Darting Merfolk to its owner's hand.

Deflection

Instant
Target spell with a single target targets another target instead.

Dehydration

Enchant Creature
Enchanted creature doesn't untap during its controller's untap step.

Delusions of Mediocrity

Enchantment
When Delusions of Mediocrity comes into play, you gain 10 life. When Delusions of Mediocrity leaves play, you lose 10 life.

Desertion

Instant
Counter target spell. If it's an artifact or creature card, put it into play under your control instead of into its owner's graveyard.

Diminishing Returns

Sorcery
Each player shuffles his or her hand and graveyard into his or her library. You remove the top ten cards of your library from the game. Then each player draws up to seven cards.

Diplomatic Escort

Creature — Spellshaper
♣, ♠: Discard a card from your hand: Counter target spell or ability that targets a creature.

Diplomatic Immunity

Enchant Creature
Enchanted creature can't be the target of spells or abilities. Diplomatic Immunity can't be the target of spells or abilities.

Disappear

Enchant Creature
♣: Return enchanted creature and Disappear to their owners' hands.

Disruptive Student

Creature — Wizard
♣: Counter target spell unless its controller pays 1.

Donate

Sorcery
Target player gains control of target permanent you control.

Douse

Enchantment
1: ♣: Counter target red spell.

Drake Hatchling

Creature — Drake
Flying. ♣: Drake Hatchling gets +1/+0 until end of turn. Play this ability only once each turn.

Dream Cache

Sorcery
Draw three cards, then put two cards from your hand both on top of your library or both on the bottom of your library.

Drifting Djinn

Creature — Djinn
Cycling 2: Flying. At the beginning of your upkeep, sacrifice Drifting Djinn unless you pay 1.

Embargo

Enchantment
Nonland permanents don't untap during their controllers' untap steps. At the beginning of your upkeep, you lose 2 life.

Enchantment Alteration

Instant
Move target enchantment from one creature to another or from one land to another. (The new target must be legal.)

Energy Field

Enchantment
Prevent all damage that would be dealt to you by sources you don't control. When a card is put into your graveyard, sacrifice Energy Field.

Energy Flux

Enchantment
All artifacts gain "At the beginning of your upkeep, sacrifice this artifact unless you pay 2."

Exhaustion

Sorcery
Creatures and lands target opponent controls don't untap during his or her next untap step.

Extravagant Spirit

Creature — Spirit
Flying. At the beginning of your upkeep, sacrifice Extravagant Spirit unless you pay 1 for each card in your hand.

False Demise

Enchant Creature
When enchanted creature is put into a graveyard, return that creature to play under your control.

Fatigue

Sorcery
Target player skips his or her next draw step.

Flash

Instant
Choose a creature card in your hand. You may pay its mana cost reduced by up to 2. If you do, put that creature into play. If you don't, put that creature card into your graveyard.

Fledgling Osprey

Creature — Bird
Fledgling Osprey has flying as long as it's enchanted.

Fleeting Image

Creature — Illusion
Flying. 1: ♣: Return Fleeting Image to its owner's hand.

Flight

Enchant Creature
Enchanted creature has flying.

Fog Bank

Creature — Wall
Flying. Prevent all combat damage that would be dealt to and dealt by Fog Bank.

Fog Elemental

Creature — Elemental
Flying. When Fog Elemental attacks or blocks, sacrifice it at end of combat.

Forget

Sorcery
Target player discards two cards from his or her hand, then draws as many cards as he or she discarded this way.

Frantic Search

Instant
Draw two cards, then discard two cards from your hand. Untap up to three lands. •See *Banned & Restricted*, p. 92.

Gaseous Form

Enchant Creature
Prevent all combat damage that would be dealt to and dealt by enchanted creature.

Gilded Drake

Creature — Drake
Flying. When Gilded Drake comes into play, exchange control of Gilded Drake for target creature an opponent controls. If you can't, sacrifice Gilded Drake.

Glacial Wall

Creature — Wall
Flying. When Glacial Wall comes into play, you may return target land to its owner's hand.

Glowing Anemone

Creature — Beast
When Glowing Anemone comes into play, you may return target land to its owner's hand.

Great Whale

Creature — Whale
When Great Whale comes into play, if you played it from your hand, untap up to seven lands.

Gush

Instant
You may return two islands you control to their owner's hand instead of paying Gush's mana cost. Draw two cards.

Harmattan Efreet

Creature — Efreet
Flying. 1: ♣: Target creature gains flying until end of turn.

1E—Alpha/Beta

2E—Unlimited

3E—Revised

4E—Fourth Edition

5E—Fifth Edition

6E—Classic

P1—Portal

P2—Portal Second Age

CH—Chronicles

AN—Arabian Nights

AQ—Antiquities

LE—Legends

DK—The Dark

FE—Fallen Empires

IA—Ice Age



...ent all combat damage



...you control a flying creature

Hermetic Study

Enchant Creature

Enchanted creature has "☞: This creature deals 1 damage to target creature or player."

Hibernation

Instant

Return all green permanents to their owners' hands.

High Seas

Enchantment

Red creature spells and green creature spells cost 1 more to play.

Hoodwink

Instant

Return target artifact, enchantment, or land to its owner's hand.

Horned Turtle

Creature — Turtle

Horseshoe Crab

Creature — Crab

☞: Untap Horseshoe Crab.

Illuminated Wings

Enchant Creature

Enchanted creature has flying. ☞, Sacrifice Illuminated Wings: Draw a card.

Imaginary Pet

Creature — Illusion

At the beginning of your upkeep, if you have a card in hand, return Imaginary Pet to its owner's hand.

Indentured Djinn

Creature — Djinn

Flying. When Indentured Djinn comes into play, each other player may draw up to three cards.

Insight

Enchantment

Whenever an opponent plays a green spell, you draw a card.

Inspiration

Instant

Target player draws two cards.

Intervene

Instant

Counter target spell that targets a creature.

Iridescent Drake

Creature — Drake

Flying. When Iridescent Drake comes into play, if you played it from your hand, return target enchant creature card from a graveyard to play enchanting Iridescent Drake. (You control that enchantment.)

Juxtapose

Sorcery

You and target player exchange control of the creature you each control with the highest converted mana cost. Then exchange control of artifacts the same way. If two or more permanents a player controls are tied for highest cost, that player chooses one.

Kam's Touch

Instant

Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. (It retains its abilities.)

King Crab

Creature — Crab

☞, ☞: Put target green creature on top of its owner's library.

Kingfisher

Creature — Bird

Flying. When Kingfisher is put into a graveyard from play, draw a card.

Launch

Enchant Creature

Enchanted creature has flying. When Launch is put into a graveyard from play, return Launch to its owner's hand.

Levitation

Enchantment

Creates you control have flying.

Library of Lat-Nam

Sorcery

An opponent chooses one — You draw three cards at the beginning of the next turn's upkeep, or you search your library for a card, put that card into your hand, and then shuffle your library.

Litling Refrain

Enchantment

At the beginning of your upkeep, you may put a verse counter on Litling Refrain. Sacrifice Litling Refrain: Counter target spell unless its controller pays X, where X is the number of verse counters on Litling Refrain.

Lingering Mirage

Enchant Land

Cycling ☞. Enchanted land is an island.

Lord of Atlantis

Creature — Lord

All Merfolk get +1/+1 and have islandwalk. 1E-6E

Mana Short

Instant

Tap all lands target player controls and empty his or her mana pool.

Memory Lapse

Instant

Counter target spell. Put it on top of its owner's library instead of into that player's graveyard.

Mental Discipline

Enchantment

☞, Discard a card from your hand: Draw a card.

Merfolk of the Pearl Trident

Creature — Merfolk

Metathran Elite is unblockable as long as it's enchanted.

Metathran Elite

Creature — Soldier

Metathran Elite is unblockable as long as it's enchanted.

Metathran Soldier

Creature — Soldier

Metathran Soldier is unblockable.

Miscalculation

Instant

Cycling ☞. Counter target spell unless its controller pays 2.

ERTAI

TITLES: Wizard Adept, Tolarian Prodigy, and Pest-Boy

STATS: Homo sapiens sapiens, 5'8", 98 lbs., approximately 18 years old

BRIEF HISTORY: Arrogant and abrasive, Ertai nonetheless has the magical power to back up his inflated opinion of himself, particularly counterspells and other kinds of denial. After antagonizing everyone at the Tolarian Academy and everyone on board the Weatherlight, Ertai helped the Solitari and the other members of the Weatherlight crew escape from Rath, but he himself was left behind.

SIGNATURE CARD: Ertai's Meddling (Tempest)

QUOTE: "Part of me believes that Barrin taught me meditation simply to shut me up."

—Meditate (Tempest)



Misdirection

Instant

You may remove a blue card in your hand from the game instead of paying Misdirection's mana cost. Target spell with a single target targets another target instead.

Misstep

Sorcery

Creates target player controls don't untap during that player's next untap step.

Morphing

Creature — Shapeshifter

☞: Untap Morphing. ☞: Morphing gains flying until end of turn. ☞: Morphing can't be the target of spells or abilities until end of turn. 1: Morphing gets +1/-1 until end of turn. 1: Morphing gets -1/+1 until end of turn.

Mystical Tutor

Instant

Search your library for an instant or sorcery card and reveal that card. Shuffle your library, then put the card on top of it. *See Banned & Restricted, p. 92.

Opportunity

Instant

Target player draws four cards.

Opposition

Enchantment

Tap an untapped creature you control: Tap target artifact, creature, or land.

Overtaker

Creature — Spellshaper

☞, ☞: Discard a card from your hand: Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn.

Palinchron

Creature — Illusion

Flying. When Palinchron comes into play, if you played it from your hand, untap up to seven lands. ☞: Return Palinchron to its owner's hand.

Pendrell Drake

Creature — Drake

Cycling ☞. Flying.

Pendrell Flux

Enchant Creature

Enchanted creature has "At the beginning of your upkeep, sacrifice this creature unless you pay its mana cost."

Peregrine Drake

Creature — Drake

Flying. When Peregrine Drake comes into play, if you played it from your hand, untap up to five lands.

Phantasmal Terrain

Enchant Land

Enchanted land is a basic land type of your choice.

Phantom Warrior

Creature — Illusion

Phantom Warrior is unblockable.

Polymorph

Sorcery

Destroy target creature. It can't be regenerated. Its controller reveals cards from the top of his or her library until a creature card is revealed. The player puts that card into play and shuffles all other cards revealed this way into his or her library.

Port Inspector

Creature — Townfolk

Whenever Port Inspector becomes blocked, you may look at defending player's hand.

Power Sink

Instant

Counter target spell unless its controller pays X. If he or she doesn't, that player taps all mana-producing lands he or she controls and empties his or her mana pool.

Power Taint

Enchant Enchantment

Cycling ☞. At the beginning of the upkeep of enchanted enchantment's controller, that player pays ☞ or loses 2 life.

Private Research

Enchant Creature

At the beginning of your upkeep, you may put a page counter on Private Research. When enchanted creature is put into a graveyard, draw a card for each page counter on Private Research.

Prodigal Sorcerer

Creature — Wizard

☞: Prodigal Sorcerer deals 1 damage to target creature or player.

Prosperity

Sorcery

Each player draws X cards.

Psychic Transfer

Sorcery

If the difference between your life total and target player's life total is 5 or less, exchange life totals with that player.

Psychic Venom

Enchant Land

Whenever enchanted land becomes tapped, Psychic Venom deals 2 damage to that land's controller.

Quash

Instant

Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for all copies

of that card and remove them from the game. That player then shuffles his or her library.

Raven Familiar

Creature — Bird

Flying, echo. When Raven Familiar comes into play, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

Rayne, Academy Chancellor

Creature — Wizard Legend

Whenever you or a permanent you control becomes the target of a spell or ability controlled by one of your opponents, you may draw a card, and if Rayne, Academy Chancellor is enchanted, you may draw another card.

Rebuild

Instant

Cycling ☞. Return all artifacts to their owners' hands.

Recall

Sorcery

Discard X cards from your hand, then return a card from your graveyard to your hand for each card discarded this way. Remove Recall from the game.

Recantation

Enchantment

At the beginning of your upkeep, you may put a verse counter on Recantation. ☞, Sacrifice Recantation: Return up to X target permanents to their owners' hands, where X is the number of verse counters on Recantation.

Releam

Sorcery

Return target instant or sorcery card from your graveyard to your hand.

Remove Soul

Instant

Counter target creature spell.

Rescind

Instant

Cycling ☞. Return target permanent to its owner's hand.

Rescue

Instant

Return target permanent you control to its owner's hand.

Rewind

Instant

Counter target spell. Untap up to four lands.

Rishadan Airship

Creature — Pirate

Flying. Rishadan Airship may block only creatures with flying.

Rishadan Brigand

Creature — Pirate

Flying. When Rishadan Brigand comes into play, each opponent sacrifices a permanent unless he or she pays ☞. Rishadan Brigand may block only creatures with flying.

Rishadan Cutpurse

Creature — Pirate

When Rishadan Cutpurse comes into play, each opponent sacrifices a permanent unless he or she pays ☞.

Rishadan Footpad

Creature — Pirate

When Rishadan Footpad comes into play, each opponent sacrifices a permanent unless he or she pays ☞.

Sage Owl

Creature — Bird

Flying. When Sage Owl comes into play, look at the top four cards of your library and put them back in any order.

Sailmonger

Creature — Monger

☞: Target creature gains flying until end of turn. Any player may play this ability.

Sand Squid

Creature — Beast

Islandwalk. You may choose not to untap Sand Squid during your untap step. ☞: Tap target creature. That creature does not untap during its controller's untap step as long as Sand Squid remains tapped.

Sandbar Merfolk

Creature — Merfolk

Cycling ☞.

Sandbar Serpent

Creature — Serpent

Cycling ☞.

Saprazzan Bailiff

Creature — Merfolk

When Saprazzan Bailiff comes into play, remove all artifact and enchantment cards in all graveyards from the game. When Saprazzan Bailiff leaves play, return all artifact and enchantment cards from all graveyards to their owners' hands.

HL—Homelands

AL—Alliances

MR—Mirage

VI—Visions

WL—Weatherlight

TE—Tempest

SH—Stronghold

EX—Exodus

US—Urza's Saga

UL—Urza's Legacy

UD—Urza's Destiny

MM—Mercadian Masques

Black—Common

Silver—Uncommon

Gold—Rare



Cradle Guard
Creature — Treefolk
Trample, echo.

Creeping Mold
Sorcery
Destroy target artifact, land, or enchantment. VI, 6E

Crop Rotation
Instant
As an additional cost to play Crop Rotation, sacrifice a land. Search your library for a land card and put that land into play. Then shuffle your library.
• See *Banned & Restricted*, p. 92.

Crosswinds
Enchantment
Creatures with flying get -2/-0.

Darkwatch Elves
Creature — Elf
Cycling 2. Protection from black.

Dawnstrider
Creature — Spellshaper
♣, ♠, Discard a card from your hand: Prevent all combat damage that would be dealt this turn.

Deadly Insect
Creature — Insect
Deadly Insect can't be the target of spells or abilities.

Deepwood Drummer
Creature — Spellshaper
♣, ♠, Discard a card from your hand: Target creature gets +2/+2 until end of turn.

Deepwood Elder
Creature — Spellshaper
♣, ♠, ♣, ♠, Discard a card from your hand: X target lands become forests until end of turn.

Deepwood Tantiv
Creature — Beast
Whenever Deepwood Tantiv becomes blocked, you gain 2 life.

Deepwood Wolverine
Creature — Wolverine
Whenever Deepwood Wolverine becomes blocked, it gets +2/+0 until end of turn.

Defense of the Heart
Enchantment
At the beginning of your upkeep, if an opponent controls three or more creatures, sacrifice Defense of the Heart to search your library for up to two creature cards and put those creatures into play. Then shuffle your library.

Dense Foliage
Enchantment
Creatures can't be the targets of spells.

Deranged Hermit
Creature — Elf
Echo. When Deranged Hermit comes into play, put four 1/1 green Squirrel creature tokens into play. All Squirrels get +1/+1.

Desert Twister
Sorcery
Destroy target permanent.

Early Harvest
Instant
Target player untaps all basic lands he or she controls.

Elder Druid
Creature — Cleric
♣, ♠, ♣, ♠: Tap or untap target artifact, creature, or land.

Elven Cache
Sorcery
Return target card from your graveyard to your hand.

Elven Riders
Creature — Elf
Elven Riders can't be blocked except by creatures with flying and/or Walls.

Elvish Archers
Creature — Elf
First strike.

Elvish Herder
Creature — Elf
♣: Target creature gains trample until end of turn.

Elvish Lookout
Creature — Elf
Elvish Lookout can't be the target of spells or abilities.

Elvish Lyrst
Creature — Elf
♣, ♠, ♣, ♠: Sacrifice Elvish Lyrst: Destroy target enchantment.

Elvish Piper
Creature — Elf
♣, ♠: Put a creature card from your hand into play.

Emperor Crocodile
Creature — Crocodile
When you control no other creatures, sacrifice Emperor Crocodile.

Endless Wurm
Creature — Wurm

1 ♣ Trample. At the beginning of your upkeep, sacrifice Endless Wurm unless you sacrifice an enchantment.

2 ♣ **Erithizon**
Creature — Beast
Whenever Erithizon attacks, put a +1/+1 counter on target creature of defending player's choice.

♣ **Exploration**
Enchantment
You may play an additional land each turn.

1 ♣ **Fallow Earth**
Sorcery
Put target land on top of its owner's library.

2 ♣ **Familial Ground**
Enchantment
Each creature you control can't be blocked by more than one creature.

2 ♣ **Fecundity**
Enchantment

LIN SIVVI

TITLES: Defiant Hero, Master of the Toten-Vec

STATS: Homo sapiens sapiens, 5'10", 170 lbs., approximately 30 years old

BRIEF HISTORY: Lin Sivvi has been a prominent member of the en-Vec resistance for all of her adult life. Oracle en-Vec is the tribe's spiritual leader, but Sivvi is its fighting hero. She mastered the Toten-Vec or lashknife and has been

employing it against the Evincar's forces with devastating results. Sivvi is not just a warrior, but also a strategic thinker and a tactical leader; Eladamri has come to rely on her invaluable input, both during war councils and on the battlefield.

SIGNATURE CARD: Off Balance (Nemesis)

QUOTE: "I don't intend to lose Eladamri, but he may have to endure some hardship before we can retrieve him. He understood that before we left Skyshroud—didn't you?" —Nemesis by Paul B. Thompson



Whenever a creature is put into a graveyard from play, that creature's controller may draw a card.

2 ♣ **Femerif Archers**
Creature — Soldier
♣: Femerif Archers deals 4 damage to target attacking creature with flying.

1 ♣ **Ferocity**
Enchant Creature
Whenever enchanted creature blocks or becomes blocked, you may put a +1/+1 counter on it.

1 ♣ **Fertile Ground**
Enchant Land
Whenever enchanted land is tapped for mana, it produces an additional one mana of any color.

♣ **Fog**
Instant
Prevent all combat damage that would be dealt this turn.

2 ♣ **Food Chain**
Enchantment
Remove a creature you control from the game: Add X mana of any color to your mana pool, where X is the removed creature's converted mana cost plus one. This mana may be spent only to play creature spells.

1 ♣ **Fortitude**
Enchant Creature
When Fortitude is put into a graveyard from play, return Fortitude to its owner's hand. Sacrifice a forest: Regenerate enchanted creature.

2 ♣ **Foster**
Enchantment
Whenever a creature you control is put into a graveyard, you may pay 1. If you do, reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest into your graveyard.

2 ♣ **Fyndhorn Brownie**
Creature — Brownie
♣, ♠, ♣, ♠: Untap target creature.

2 ♣ **Fyndhorn Elder**
Creature — Elf
♣: Add ♣♣ to your mana pool.

2 ♣ **Gaea's Bounty**
Sorcery
Search your library for up to two forest cards, reveal those cards, and put them into your hand. Then shuffle your library.

2 ♣ **Gaea's Embrace**
Enchant Creature
Enchanted creature gets +3/+3 and has trample. ♣: Regenerate enchanted creature.

2 ♣ **Game Preserve**
Enchantment
At the beginning of your upkeep, each player reveals the top card of his or her library. If all cards revealed this way are creature cards, put those cards into play under their owners' control. (Otherwise, put them back face-down on top of their owners' libraries.)

3 ♣ **Gamekeeper**
Creature — Elf
When Gamekeeper is put into a graveyard from

2 ♣ **Grizzly Bears**
Creature — Bear

1 ♣ **Groundskeeper**
Creature — Druid
♣: Return target basic land card from your graveyard to your hand.

2 ♣ **Harmonic Convergence**
Instant
Return all enchantments to top of their owners' libraries.

3 ♣ **Hawkeater Moth**
Creature — Insect
Flying. Hawkeater Moth can't be the target of spells or abilities.

1 ♣ **Heart Warden**
Creature — Elf
♣: Add one green mana to your mana pool. 2, Sacrifice Heart Warden: Draw a card.

1 ♣ **Hidden Ancients**
Enchantment
When an opponent plays an enchantment spell, if Hidden Ancients is an enchantment, Hidden Ancients becomes a 5/5 Treefolk creature.

2 ♣ **Hidden Gibbons**
Enchantment
When an opponent plays an instant spell, if Hidden Gibbons is an enchantment, Hidden Gibbons becomes a 4/4 Ape creature.

2 ♣ **Hidden Guerrillas**
Enchantment
When an opponent plays an artifact spell, if Hidden Guerrillas is an enchantment, Hidden Guerrillas becomes a 5/3 Soldier creature with trample.

2 ♣ **Hidden Herd**
Enchantment
When an opponent plays a nonbasic land, if Hidden Herd is an enchantment, Hidden Herd becomes a 3/3 Beast creature.

2 ♣ **Hidden Predators**
Enchantment
When an opponent controls a creature with power 4 or greater, if Hidden Predators is an enchantment, Hidden Predators becomes a 4/4 Beast creature.

2 ♣ **Hidden Spider**
Enchantment
When a creature with flying comes into play under an opponent's control, if Hidden Spider is an enchantment, Hidden Spider becomes a 3/5 Spider creature that may block as though it had flying.

1 ♣ **Hidden Stag**
Enchantment
Whenever an opponent plays a land, if Hidden Stag is an enchantment, Hidden Stag becomes a 3/2 Beast creature. Whenever you play a land, if Hidden Stag is a creature, Hidden Stag becomes an enchantment.

2 ♣ **Horned Troll**
Creature — Troll
♣: Regenerate Horned Troll.

2 ♣ **Howling Wolf**
Creature — Wolf
When Howling Wolf comes into play, you may search your library for up to three Howling Wolf cards, reveal them, and put them into your hand. If you do, shuffle your library.

3 ♣ **Hunted Wumpus**
Creature — Beast
When Hunted Wumpus comes into play, each other player may put a creature card from his or her hand into play under his or her control.

2 ♣ **Hunting Moa**
Creature — Beast
Echo. Whenever Hunting Moa comes into play or is put into a graveyard from play, put a +1/+1 counter on target creature.

3 ♣ **Hurricane**
Sorcery
Hurricane deals X damage to each creature with flying and each player.

2 ♣ **Hush**
Sorcery
Cycling 2. Destroy all enchantments.

2 ♣ **Invigorate**
Instant
If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost. Target creature gets +4/+4 until end of turn.

3 ♣ **Ivy Seer**
Creature — Wizard
2 ♣, ♠: Reveal any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way.

2 ♣ **Land Grant**
Sorcery
If you have no land cards in hand, you may reveal your hand instead of paying Land Grant's mana cost. Search your library for a forest card and put that card into your hand. Then shuffle your library.

Ley Line

Enchantment
At the beginning of each player's upkeep, that player may put a +1/+1 counter on target creature. MM

Living Lands

Enchantment
All forests are 1/1 creatures that are still lands. 1E-6E

Llanowar Elves

Creature — Elf
♣: Add ♣ to your mana pool. 1E-6E

Lone Wolf

Creature — Wolf
Lone Wolf may deal its combat damage to defending player as though it weren't blocked. UL, P2

Lull

Instant
Cycling 2. Prevent all combat damage that would be dealt this turn. US

Lumbering Satyr

Creature — Beast
All creatures gain forestwalk. MM

Lure

Enchant Creature
All creatures able to block enchanted creature do so. IA, MM, 1E-6E

Magnify

Instant
All creatures get +1/+1 until end of turn. UD

Marker Beetles

Creature — Insect
When Marker Beetles is put into a graveyard from play, target creature gets +1/+1 until end of turn. 2. Sacrifice Marker Beetles: Draw a card. UD

Maro

Creature — Elemental
Maro's power and toughness are each equal to the number of cards in your hand. MR, 6E

Megatherium

Creature — Beast
Trample. When Megatherium comes into play, sacrifice it unless you pay 1 for each card in your hand. MM

Midsummer Revel

Enchantment
At the beginning of your upkeep, you may put a verse counter on Midsummer Revel. ♣. Sacrifice Midsummer Revel: Put X 3/3 green Beast creature tokens into play, where X is the number of verse counters on Midsummer Revel. US

Might of Oaks

Instant
Target creature gets +7/+7 until end of turn. UL

Momentum

Enchant Creature
At the beginning of your upkeep, you may put a growth counter on Momentum. Enchanted creature gets +1/+1 for each growth counter on Momentum. UD

Multani, Maro-Sorcerer

Creature — Legend
Multani, Maro-Sorcerer can't be the target of spells or abilities. Multani's power and toughness are each equal to the total number of cards in all players' hands. UL

Multani's Acolyte

Creature — Elf
Echo. When Multani's Acolyte comes into play, draw a card. UL

Multani's Decree

Sorcery
Destroy all enchantments. You gain 2 life for each enchantment destroyed this way. UD

Multani's Presence

Enchantment
Whenever a spell you play is countered, draw a card. UL

Natural Affinity

Instant
All lands become 2/2 creatures until end of turn. They still count as lands. MM

Nature's Resurgence

Sorcery
Each player draws cards equal to the number of creature cards in his or her graveyard. WL, 6E

Pangosaur

Creature — Lizard
Whenever a player plays a land, return Pangosaur to its owner's hand. MM

Panther Warriors

Creature — Cat Warrior
VI, 6E, P1

Pattern of Rebirth

Enchant Creature
When enchanted creature is put into a graveyard from play, that creature's controller may search his or her library for a creature card and put that card into play. If that player does, he or she then shuffles his or her library. UD

Plated Spider

Creature — Spider
Plated Spider may block as though it had flying. UD

Plow Under

Sorcery
Put two target lands on top of their owner's library. UD

Pouncing Jaguar

Creature — Cat
Echo. 2/2 US

Pradesh Gypsies

Creature — Gypsy
1 ♣, ♠: Target creature gets -2/-0 until end of turn. LE, 4E-6E

Priest of Titania

Creature — Elf
♠: Add ♠ to your mana pool for each Elf in play. US

Radjan Spirit

Creature — Spirit
♠: Target creature loses flying until end of turn. LE, 4E-6E

Rampant Growth

Sorcery
Search your library for a basic land card and put that card into play tapped. Then shuffle your library. MR, TE, 6E

Rancor

Enchant Creature
Enchanted creature gets +2/+0 and has trample. When Rancor is put into a graveyard from play, return Rancor to its owner's hand. UL

Redwood Treefolk

Creature — Treefolk
WL, 6E, P1

Regeneration

Enchant Creature
♣: Regenerate enchanted creature. IA, MR, 1E-6E

Rejuvenate

Sorcery
Cycling 2. You gain 6 life. US

Repopulate

Instant
Cycling 2. Shuffle all creature cards from target player's graveyard into that player's library. UL

Retaliation

Enchantment
Creatures you control have "Whenever this creature becomes blocked, it gets +1/+1 until end of turn for each creature blocking it." US

Revive

Sorcery
Return target green card from your graveyard to your hand. MM

River Boa

Creature — Snake
Islandwalk. ♣: Regenerate River Boa. VI, 6E

Rofellos, Llanowar Emissary

Creature — Elf Legend
♠: Add one green mana to your mana pool for each forest you control. UD

Rofellos's Gift

Sorcery
Reveal any number of green cards in your hand. Return an enchantment card from your graveyard to your hand for each card revealed this way. UD

Rowen

Enchantment
Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, draw a card. VI, 6E

Rushwood Dryad

Creature — Dryad
Forestwalk. 1 ♣ MM

Rushwood Elemental

Creature — Elemental
Trample. At the beginning of your upkeep, you may put a +1/+1 counter on Rushwood Elemental. MM

Rushwood Herbalist

Creature — Spellshaper
♣, ♠: Discard a card from your hand: Regenerate target creature. 2/2 MM

Rushwood Legate

Creature — Dryad
If an opponent controls an island and you control a forest, you may play Rushwood Legate without paying its mana cost. MM

Saber Ants

Creature — Insect
Whenever Saber Ants is dealt damage, you may put that many 1/1 green Insect creature tokens into play. MM

Sacred Prey

Creature — Beast
When Sacred Prey becomes blocked, you gain 1 life. 1/1 MM

Scaled Wurm

Creature — Wurm
7/6 IA, 5E-6E

Scent of Ivy

Instant
Reveal any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way. UD

Shanodin Dryads

Creature — Dryad
Forestwalk. 1 ♣ UD

Silk Net

Instant
Target creature gets +1/+1 and may block as though it had flying until end of turn. 2/2 US

Silverglade Elemental

Creature — Elemental
When Silverglade Elemental comes into play, you may search your library for a forest card and put that card into play. If you do, shuffle your library. MM

Silverglade Pathfinder

Creature — Spellshaper
1 ♣, ♠: Discard a card from your hand: Search your library for a basic land card and put that card into play tapped. Then shuffle your library. MM

Simian Grunts

Creature — Ape
You may play Simian Grunts any time you could play an instant. Echo. 3/4 UL

Snake Pit

Enchantment
Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play. MM

Snorting Gahr

Creature — Beast
Whenever Snorting Gahr becomes blocked, it gets +2/+2 until end of turn. 3/3 MM

Spidersilk Armor

Enchantment
Creatures you control get +0/+1 and may block as though they had flying. 2 ♣ MM

Splinter

Sorcery
Remove target artifact from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library. UD

Spontaneous Generation

Sorcery
Put a 1/1 green Saproling creature token into play for each card in your hand. MM

Sporogenesis

Enchantment
At the beginning of your upkeep, you may put a fungus counter on target nontoken creature. Whenever a creature is put into a graveyard, put a 1/1 green Saproling creature token into play for each fungus counter on that creature. When Sporogenesis leaves play, remove all fungus counters from all creatures. 3 ♣ US

Spreading Algae

Enchant Land
Spreading Algae may enchant only a swamp. When enchanted land becomes tapped, destroy that land. When Spreading Algae is put into a graveyard from play, return Spreading Algae to its owner's hand. US

Squall

Sorcery
Squall deals 2 damage to each creature with flying. MM

Squallmonger

Creature — Monger
2: Squallmonger deals 1 damage to each creature with flying and each player. Any player may play this ability. 3/3 MM

Stalking Tiger

Creature — Tiger
Stalking Tiger can't be blocked by more than one creature. MR, 6E, P1

Stamina

Enchant Creature
Attacking doesn't cause enchanted creature to tap. Sacrifice Stamina: Regenerate enchanted creature. MM

Stream of Life

Sorcery
Target player gains X life. 1E-6E

Summer Bloom

Sorcery
You may play up to three additional lands this turn. VI, 6E, P1

Sustenance

Enchantment
1, Sacrifice a land: Target creature gets +1/+1 until end of turn. 1 ♣ MM

Symbiosis

Instant
Two target creatures each get +2/+2 until end of turn. US

Taunting Elf

Creature — Elf
All creatures able to block Taunting Elf do so. 0/1 UD

Thicket Basilisk

Creature — Basilisk
Whenever Thicket Basilisk blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat. 3 ♣ 2/4

Thorn Elemental

Creature — Elemental
7/7 1E-6E

Thorn Elemental may deal its combat damage to defending player as though it weren't blocked. UD

Tiger Claws

Enchant Creature
You may play Tiger Claws any time you could play an instant. Enchanted creature gets +1/+1 and has trample. MM

Titania's Boon

Sorcery
Put a +1/+1 counter on each creature you control. US

Titania's Chosen

Creature — Elf
Whenever a player plays a green spell, put a +1/+1 counter on Titania's Chosen. US

Trained Armodon

Creature — Elephant
TE, 6E

Tranquil Grove

Enchantment
1 ♣: Destroy all other enchantments. WL, 6E

Tranquility

Sorcery
Destroy all enchantments. TE, MM, 1E-6E

Treefolk Mystic

Creature — Treefolk
Whenever a creature blocks or becomes blocked by Treefolk Mystic, destroy all enchantments on that creature. UL

Treefolk Seedlings

Creature — Treefolk
Treefolk Seedlings's toughness is equal to the number of forests you control. 2/2* US

Treetop Rangers

Creature — Elf
Treetop Rangers can't be blocked except by creatures with flying. 2/2 US

Uktabi Orangutan

Creature — Ape
When Uktabi Orangutan comes into play, destroy target artifact. VI, 6E

Uktabi Wildcats

Creature — Cat Warrior
Uktabi Wildcats's power and toughness are each equal to the number of forests you control. ♣. Sacrifice a forest: Regenerate Uktabi Wildcats. MR, 6E

Unseen Walker

Creature — Dryad
Forestwalk. 1 ♣: Target creature gains forestwalk until end of turn. MR, 6E

Untamed Wilds

Sorcery
Search your library for a basic land card and put that card into play. Then shuffle your library. LE, 4E-6E, P1-P2

Venomous Breath

Instant
At end of combat, destroy all creatures that blocked or were blocked by target creature this turn. IA, MM

Venomous Dragonfly

Creature — Insect
Flying. Whenever Venomous Dragonfly blocks or becomes blocked by a creature, destroy that creature at end of combat. MM

Venomous Fangs

Enchant Creature
Whenever enchanted creature deals damage to a creature, destroy that creature. US

Verduran Enchantress

Creature — Wizard
Whenever you play an enchantment spell, you may draw a card. 1 ♣ 0/2 1E-6E

Vernal Bloom

Enchantment
Whenever a forest is tapped for mana, it produces an additional ♣. US

Vernal Equinox

Enchantment
Any player may play creature and enchantment spells any time he or she could play an instant. MM

Vine Dryad

Creature — Dryad
Forestwalk. You may play Vine Dryad any time you could play an instant. You may remove a green card in your hand from the game instead of paying Vine Dryad's mana cost. MM

Vine Trellis

Creature — Wall
♠: Add one green mana to your mana pool. MM

Vitalize

Instant
Untap all creatures you control. WL, 6E

Waiting in the Weeds

Sorcery
Each player puts a 1/1 green Cat creature token into play for each untapped forest he or she controls. MR, 6E

War Dance

Enchantment



ent all combat damage



ld hark



Top Deck ORACLE

At the beginning of your upkeep, you may put a verse counter on War Dance. Sacrifice War Dance: Target creature gets +X/+X until end of turn, where X is the number of verse counters on War Dance. US

Warthog
Creature — Warthog
Swampwalk. VI, 6E

Weatherseed Elf
Creature — Elf
Target creature gains forestwalk until end of turn. UL

Weatherseed Treefolk
Creature — Treefolk
Trample. When Weatherseed Treefolk is put into a graveyard from play, return Weatherseed Treefolk to its owner's hand. UL

Whirlwind
Sorcery
Destroy all creatures with flying. US

Wild Dogs
Creature — Hound
Cycling 2. At the beginning of your upkeep, if a player has more life than any other, that player gains control of Wild Dogs. US

Wild Growth
Enchant Land
Whenever enchanted land is tapped for mana, it produces an additional. IA, 1E-6E

Winding Wurm
Creature — Wurm
Echo. US

Wing Snare
Sorcery
Destroy target creature with flying. UL

Worldly Tutor
Instant
Search your library for a creature card and reveal that card. Shuffle your library, then put the card on top of it. MR, 6E

Wyluli Wolf
Creature — Wolf
Target creature gets +1/+1 until end of turn. AN, 5E-6E

Yavimaya Elder
Creature — Druid
When Yavimaya Elder is put into a graveyard from play, you may search your library for up to two basic land cards, reveal them, and put them into your hand. If you do, shuffle your library. 2, Sacrifice Yavimaya Elder: Draw a card. UD

Yavimaya Enchantress
Creature — Druid
Yavimaya Enchantress gets +1/+1 for each enchantment in play. UD

Yavimaya Granger
Creature — Elf
Echo. When Yavimaya Granger comes into play, you may search your library for a basic land card and put that land into play tapped. If you do, shuffle your library. UL

Yavimaya Scion
Creature — Treefolk
Protection from artifacts. 4/4 UL

Yavimaya Wurm
Creature — Wurm
Trample. 4/4 UL

LANDS

Adarkar Wastes
Land
Add one colorless mana to your mana pool. Add * or to your mana pool. Adarkar Wastes deals 1 damage to you. IA, 5E-6E

Blasted Landscape
Land
Cycling 2. Add one colorless mana to your mana pool. US

Brushland
Land
Add one colorless mana to your mana pool. Add * or to your mana pool. Brushland deals 1 damage to you. IA, 5E-6E

City of Brass
Land
Whenever City of Brass becomes tapped, it deals 1 damage to you. Add one mana of any color to your mana pool. AN, CH, 5E-6E

Crystal Vein
Land
Add one colorless mana to your mana pool. Sacrifice Crystal Vein: Add two colorless mana to your mana pool. MR, 6E

Drifting Meadow
Land
Cycling 2. Drifting Meadow comes into play tapped. Add * to your mana pool. US

Dust Bowl
Land
Add one colorless mana to your mana pool. 3, Sacrifice a land: Destroy target nonbasic land. MM

Dwarven Ruins
Land
Dwarven Ruins comes into play tapped. Add to your mana pool. Sacrifice Dwarven Ruins: Add to your mana pool. FE, 5E-6E

Ebon Stronghold
Land
Ebon Stronghold comes into play tapped. Add to your mana pool. Sacrifice Ebon Stronghold: Add to your mana pool. FE, 5E-6E

Faerie Conclave
Land
Faerie Conclave comes into play tapped. Add one blue mana to your mana pool. 1 Faerie Conclave becomes a 2/1 blue creature with flying until end of turn. This creature still counts as a land. UL

Forbidden Watchtower
Land
Forbidden Watchtower comes into play tapped. Add one white mana to your mana pool. 1*: Forbidden Watchtower becomes a 1/5 white creature until end of turn. This creature still counts as a land. UL

Forest
Land
Add to your mana pool. IA, MR, TE, US, MM, 1E-6E, P1-P2

Island
Land
Add to your mana pool. IA, MR, TE, US, MM, 1E-6E, P1-P2

Karplusan Forest
Land
Add one colorless mana to your mana pool. Add or to your mana pool. Karplusan Forest deals 1 damage to you. IA, 5E-6E

Mercadian Bazaar
Land
Mercadian Bazaar comes into play tapped. Put a storage counter on Mercadian Bazaar. Remove any number of storage counters from Mercadian Bazaar: Add one red mana to your mana pool for each storage counter removed this way. MM

Mountain
Land
Add to your mana pool. AN, IA, MR, TE, US, MM, 1E-6E, P1-P2

Peat Bog
Land
Peat Bog comes into play tapped with two depletion counters on it. Remove a depletion counter from Peat Bog: Add two black mana to your mana pool. If there are no depletion counters on Peat Bog, sacrifice it. MM

Saprazzan Cove
Land
Saprazzan Cove comes into play tapped. Put a storage counter on Saprazzan Cove. Remove any number of storage counters from Saprazzan Cove: Add one blue mana to your mana pool for each storage counter removed this way. MM

Saprazzan Skerry
Land
Saprazzan Skerry comes into play tapped with two depletion counters on it. Remove a depletion counter from Saprazzan Skerry: Add two blue mana to your mana pool. If there are no depletion counters on Saprazzan Skerry, sacrifice it. MM

Serra's Sanctum
Legendary Land
Add * to your mana pool for each enchantment you control. •See Banned & Restricted, p. 92. US

Shivan Gorge
Legendary Land
Add one colorless mana to your mana pool. 2 Shivan Gorge deals 1 damage to each opponent. US

Slippery Karst
Land
Cycling 2. Slippery Karst comes into play tapped. Add to your mana pool. US

Smoldering Crater
Land
Cycling 2. Smoldering Crater comes into play tapped. Add to your mana pool. US

Spawning Pool
Land
Spawning Pool comes into play tapped. Add one black mana to your mana pool. 1 Spawning Pool becomes a 1/1 black creature with "Regenerate this creature" until end of turn. This creature still counts as a land. UL

Subterranean Hangar
Land
Subterranean Hangar comes into play tapped. Put a storage counter on Subterranean Hangar. Remove any number of storage counters from Subterranean Hangar: Add one black mana to your mana pool for each storage counter removed this way. MM

Sulfurous Springs
Land
Add one colorless mana to your mana pool. Add or to your mana pool. Sulfurous Springs deals 1 damage to you. IA, 5E-6E

Syvelunite Temple
Land
Syvelunite Temple comes into play tapped. Add to your mana pool. Sacrifice Syvelunite Temple: Add to your mana pool. FE, 5E-6E

Swamp
Land
Add to your mana pool. IA, MR, TE, US, MM, 1E-6E, P1-P2

Thran Quarry
Land
At end of turn, if you control no creatures, sacrifice Thran Quarry. Add one mana of any color to your mana pool. US

Tolarian Academy
Legendary Land
Add to your mana pool for each artifact you control. •See Banned & Restricted, p. 92. US

Tower of the Magistrate
Land
Add one colorless mana to your mana pool. Target creature gains protection from artifacts until end of turn. MM

Treetop Village
Land
Treetop Village comes into play tapped. Add one green mana to your mana pool. 1 Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land. UL

Underground River
Land
Add one colorless mana to your mana pool. Add or to your mana pool. Underground River deals 1 damage to you. IA, 5E-6E

Yavimaya Hollow
Legendary Land
Add one colorless mana to your mana pool. Regenerate target creature. UD

Phyrexian Tower
Legendary Land
Add one colorless mana to your mana pool. Sacrifice a creature: Add to your mana pool. US

Plains
Land
Add * to your mana pool. IA, MR, TE, US, MM, 1E-6E, P1-P2

Polluted Mire
Land
Cycling 2. Polluted Mire comes into play tapped. Add to your mana pool. US

Remote Farm
Land
Remote Farm comes into play tapped with two depletion counters on it. Remove a depletion counter from Remote Farm: Add two white mana to your mana pool. If there are no depletion counters on Remote Farm, sacrifice it. MM

Remote Isle
Land
Cycling 2. Remote Isle comes into play tapped. Add to your mana pool. US

Rishadan Port
Land
Add one colorless mana to your mana pool. 1, Tap target land. MM

Ruins of Trokair
Land
Ruins of Trokair comes into play tapped. Add * to your mana pool. Sacrifice Ruins of Trokair: Add * to your mana pool. FE, 5E-6E

Rushwood Grove
Land
Rushwood Grove comes into play tapped. Put a storage counter on Rushwood Grove. Remove any number of storage counters from Rushwood Grove: Add one green mana to your mana pool. MM



ELADAMRI

TITLES: Lord of Leaves, the Korvecdal, Rath's Uniter

STATS: Homo sapiens nobilis, 6'1", 190 lbs., approximately 40 years old

BRIEF HISTORY: Eladamri is a native of the Skyshrroud forest and Commander in Chief of Rath's united rebel tribes (elf, Kor, Vec, Dal). He has fought against the Evincar's tyranny since the day he was born.

Intense and charismatic—even for an elf—Eladamri is a driven and effective general and is known for his short, pragmatic, but nonetheless eloquent speeches on the battlefield.

SIGNATURE CARD: Eldamri's Vineyard (Tempest)

QUOTE: "There are times when destiny calls forth a people and demands an action. Now is the time. We are the people. This is our action. Charge!"

—Awakening (Stronghold)

Fountain of Cho
Land
Fountain of Cho comes into play tapped. Put a storage counter on Fountain of Cho. Remove any number of storage counters from Fountain of Cho: Add one white mana to your mana pool for each storage counter removed this way. MM

Gaea's Cradle
Legendary Land
Add to your mana pool for each creature you control. •See Banned & Restricted, p. 92. US

Ghitu Encampment
Land
Ghitu Encampment comes into play tapped. Add one red mana to your mana pool. 1 Ghitu Encampment becomes a 2/1 red creature with first strike until end of turn. This creature still counts as a land. UL

Havenwood Battleground
Land
Havenwood Battleground comes into play tapped. Add to your mana pool. Sacrifice Havenwood Battleground: Add to your mana pool. FE, 5E-6E

Henge of Ramos
Land
Add one colorless mana to your mana pool. 2, Add one mana of any color to your mana pool. MM

Hickory Woodlot
Land
Hickory Woodlot comes into play tapped with two depletion counters on it. Remove a depletion counter from Hickory Woodlot: Add two green mana to your mana pool. If there are no depletion counters on Hickory Woodlot, sacrifice it. MM

High Market
Land
Add one colorless mana to your mana pool. Sacrifice a creature: You gain 1 life. MM

HL—Homelands
AL—Alliances
MR—Mirage

VI—Visions
WL—Weatherlight
TE—Tempest

SH—Stronghold
EX—Exodus
US—Urza's Saga

UL—Urza's Legacy
UD—Urza's Destiny
MM—Mercadian Masques

Black—Common
Silver—Uncommon
Gold—Rare

RED

About Face

Instant
Switch target creature's power and toughness until end of turn. Effects that alter the creature's power alter its toughness instead, and vice versa, this turn. **UL**

Acidic Soil

Sorcery
Acidic Soil deals to each player damage equal to the number of lands he or she controls. **US**

Aether Flash

Enchantment
Whenever a creature comes into play, /Aether Flash deals 2 damage to it. **WL, 6E**

Aether Sting

Enchantment
Whenever an opponent plays a creature spell, /Aether Sting deals 1 damage to that player. **UD**

Anaba Bodyguard

Creature — Minotaur
First strike. **HL, 6E**

Anaba Shaman

Creature — Minotaur
2, ♣: Anaba Shaman deals 1 damage to target creature or player. **HL, 6E**

Antagonism

Enchantment
At the end of each player's turn, Antagonism deals 2 damage to that player unless one of his or her opponents was dealt damage that turn. **US**

Arc Lightning

Sorcery
Arc Lightning deals 3 damage divided as you choose among any number of target creatures and/or players. **US**

Arms Dealer

Creature — Goblin
1 ♣: Sacrifice a Goblin: Arms Dealer deals 4 damage to target creature. **MM**

Avalanche Riders

Creature — Nomad
Haste, echo. When Avalanche Riders comes into play, destroy target land. **UL**

Balduvian Barbarians

Creature — Barbarian
1 ♣: Destroy target land. **IA, 6E**

Balduvian Horde

Creature — Barbarian
When Balduvian Horde comes into play, sacrifice Balduvian Horde unless you discard a card at random from your hand. **AL, 6E**

Battle Rampart

Creature — Wall
♣: Target creature gains haste until end of turn. **MM**

Battle Squadron

Creature — Ship
Flying. Battle Squadron's power and toughness are each equal to the number of creatures you control. **MM**

Bedlam

Enchantment
Creatures can't block. **US**

Blaster Mage

Creature — Spellshaper
2, ♣: Discard a card from your hand: Destroy target Wall. **MM**

Blaze

Sorcery
Blaze deals X damage to target creature or player. **6E, P1-P2**

Blood Hound

Creature — Hound
Whenever you're dealt damage, you may put that many +1/+1 counters on Blood Hound. At the end of your turn, remove all +1/+1 counters from Blood Hound. **MM**

Blood Oath

Instant
Choose a card type. Target opponent reveals his or her hand. Blood Oath deals 3 damage to that player for each card of the chosen type revealed this way. (The card types are artifact, creature, enchantment, instant, land, and sorcery.) **MM**

Bloodshot Cyclops

Creature — Giant
♣: Sacrifice a creature: Bloodshot Cyclops deals X damage to target creature or player, where X is the sacrificed creature's power. **UD**

Boil

Instant
Destroy all islands. **TE, 6E**

Brand

Instant
Cycling 2. Gain control of all permanents you own. **US**

Bravado

Enchant Creature
Enchanted creature gets +1/+1 for each other creature you control. **US**

Brawl

Instant
Until end of turn, all creatures gain "♣: This creature deals damage equal to its power to target creature." **MM**

Bulwark

Enchantment
At the beginning of your upkeep, Bulwark deals to target opponent damage equal to the number of cards in your hand greater than the number of cards in his or her hand. **US**

Burrowing

Enchant Creature
Enchanted creature has mountainwalk. **1E-4E, 6E**

Cave Sense

Enchant Creature
Enchanted creature gets +1/+1 and has mountainwalk. **MM**

Cave-In

Sorcery
You may remove a red card in your hand from the game instead of paying Cave-In's mana cost. Cave-In deals 2 damage to each creature and each player. **MM**

Cavern Crawler

Creature — Insect
Mountainwalk. ♣: Cavern Crawler gets +1/-1 until end of turn. **MM**

Ceremonial Guard

Creature — Soldier
When Ceremonial Guard attacks or blocks, destroy it at end of combat. **MM**

Cinder Elemental

Creature — Elemental
2 ♣: ♣: Sacrifice Cinder Elemental: Cinder Elemental deals X damage to target creature or player. **MM**

Cinder Seer

Creature — Wizard
2 ♣, ♣: Reveal any number of red cards in your hand. Cinder Seer deals X damage to target creature or player, where X is the number of cards revealed this way. **UD**

Close Quarters

Enchantment
Whenever a creature you control becomes blocked, Close Quarters deals 1 damage to target creature or player. **MM**

Colos Yearling

Creature — Beast
Mountainwalk. ♣: Colos Yearling gets +1/+0 until end of turn. **UD**

Conquer

Enchant Land
You control enchanted land. **IA, 5E-6E**

Covetous Dragon

Creature — Dragon
Flying. When you control no artifacts, sacrifice Covetous Dragon. **UD**

Crag Saurian

Creature — Lizard
Whenever Crag Saurian is dealt damage, the controller of that damage's source gains control of Crag Saurian. **MM**

Crash

Instant
You may sacrifice a mountain instead of paying Crash's mana cost. Destroy target artifact. **MM**

Crater Hellion

Creature — Beast
Echo. When Crater Hellion comes into play, it deals 4 damage to each other creature. **US**

Crimson Hellkite

Creature — Dragon
Flying. ♣, ♣: Crimson Hellkite deals X damage to target creature. Only red mana can be spent this way. **MR, 6E**

Defender of Chaos

Creature — Knight
You may play Defender of Chaos any time you could play an instant. Protection from white. **UL**

Destructive Urge

Enchant Creature
Whenever enchanted creature deals combat damage to a player, that player sacrifices a land. **US**

Disorder

Sorcery
Disorder deals 2 damage to each white creature and each player who controls a white creature. **US**

Dromosaur

Creature — Lizard
Whenever Dromosaur blocks or becomes blocked, it gets +2/-2 until end of turn. **US**

Earthquake

Sorcery
Earthquake deals X damage to each creature without flying and each player. **1E-6E, P1-P2**

Electryte

Creature — Beast
Whenever Electryte deals combat damage to defending player, it deals damage equal to its power to each blocking creature. **US**

Falter

Instant
Creatures without flying can't block this turn. **US**

Fault Line

Instant
Fault Line deals X damage to each creature without flying and each player. **US**

Fervor

Enchantment
Creatures you control have haste. **WL, 6E**

Fiery Mantle

Enchant Creature
When Fiery Mantle is put into a graveyard from play, return Fiery Mantle to its owner's hand. ♣: Enchanted creature gets +1/+0 until end of turn. **US**

Final Fortune

Instant
Take another turn after this one. At the end of that turn, you lose the game. **MR, 6E**

Fire Ants

Creature — Insect
♣: Fire Ants deals 1 damage to each other creature without flying. **US**

Fire Elemental

Creature — Elemental
1E-4E, 6E

Firebreathing

Enchant Creature
♣: Enchanted creature gets +1/+0 until end of turn. **MR, 1E-6E**

Fit of Rage

Sorcery
Target creature gets +3/+3 and gains first strike until end of turn. **WL, 6E**

Flailing Manticore

Creature — Monster
Flying, first strike. 1: Flailing Manticore gets +1/+1 until end of turn. Any player may play this ability. 1: Flailing Manticore gets -1/-1 until end of turn. Any player may play this ability. **MM**

Flailing Ogre

Creature — Ogre
1: Flailing Ogre gets +1/+1 until end of turn. Any player may play this ability. 1: Flailing Ogre gets -1/-1 until end of turn. Any player may play this ability. **MM**

Flailing Soldier

Creature — Soldier
1: Flailing Soldier gets +1/+1 until end of turn. Any player may play this ability. 1: Flailing Soldier gets -1/-1 until end of turn. Any player may play this ability. **MM**

Flame Jet

Sorcery
Cycling 2. Flame Jet deals 3 damage to target player. **UD**

Flame Spirit

Creature — Spirit
♣: Flame Spirit gets +1/+0 until end of turn. **IA, 5E, 6E**

Flaming Sword

Enchant Creature
You may play Flaming Sword any time you could play an instant. Target creature gets +1/+0 and has first strike. **MM**

Flashfires

Sorcery
Destroy all plains. **1E-6E, P1**

Furious Assault

Enchantment
Whenever you play a creature spell, Furious Assault deals 1 damage to target player. **MM**

Gamble

Sorcery
Search your library for a card, put that card into your hand, then discard a card at random from your hand. Then shuffle your library. **US**

Gerrard's Irregulars

Creature — Soldier
Trample; haste. **MM**

Ghitu Fire-Eater

Creature — Nomad
♣: Sacrifice Ghitu Fire-Eater: Ghitu Fire-Eater deals damage equal to its power to target creature or player. **UL**

Ghitu Slinger

Creature — Nomad
Echo. When Ghitu Slinger comes into play, it deals 2 damage to target creature or player. **UL**

Ghitu War Cry

Enchantment
♣: Target creature gets +1/+0 until end of turn. **UL**

Giant Strength

Enchant Creature
Enchanted creature gets +2/+2. **LE, TE, 4E-6E**

Goblin Berserker

Creature — Goblin
First strike, haste. **UD**

Goblin Cadets

Creature — Goblin
Whenever Goblin Cadets blocks or becomes

blocked, target opponent gains control of it. (This removes Goblin Cadets from combat.) **US**

Goblin Digging Team

Creature — Goblin
♣: Sacrifice Goblin Digging Team: Destroy target Wall. **DK, CH, 5E-6E**

Goblin Elite Infantry

Creature — Goblin
Whenever Goblin Elite Infantry blocks or becomes blocked, it gets +1/-1 until end of turn. **MR, 6E**

Goblin Festival

Enchantment
2: Goblin Festival deals 1 damage to target creature or player. Flip a coin. If you lose the flip, choose one of your opponents. That player gains control of Goblin Festival. **UD**

Goblin Gardener

Creature — Goblin
When Goblin Gardener is put into a graveyard from play, destroy target land. **UD**

Goblin Hero

Creature — Goblin
DK, 5E-6E

Goblin King

Creature — Lord
All Goblins get +1/+1 and have mountainwalk. **1E-6E**

Goblin Lackey

Creature — Goblin
Whenever Goblin Lackey deals damage to a player, you may put a Goblin card from your hand into play. **US**

Goblin Marshal

Creature — Goblin
Echo. Whenever Goblin Marshal comes into play or is put into a graveyard from play, put two 1/1 red Goblin creature tokens into play. **UD**

Goblin Masons

Creature — Goblin
When Goblin Masons is put into a graveyard from play, destroy target Wall. **UD**

Goblin Matron

Creature — Goblin
When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card and put it into your hand. Then shuffle your library. **US, P2**

Goblin Medics

Creature — Goblin
Whenever Goblin Medics becomes tapped, it deals 1 damage to target creature or player. **UL**

Goblin Offensive

Sorcery
Put X 1/1 red Goblin creature tokens into play. **US**

Goblin Patrol

Creature — Goblin
Echo. **US**

Goblin Raider

Creature — Goblin
Goblin Raider can't block. **US**

Goblin Recruiter

Creature — Goblin
When Goblin Recruiter comes into play, search your library for any number of Goblin cards. Reveal those cards, then shuffle your library and put them on top of it. **VI, 6E**

Goblin Spelunkers

Creature — Goblin
Mountainwalk. **US**

Goblin War Buggy

Creature — Goblin
Haste, echo. **US**

Goblin Warrens

Enchantment
2 ♣: Sacrifice two Goblins: Put three 1/1 red Goblin creature tokens into play. **FE, 5E-6E**

Goblin Welder

Creature — Goblin
♣: Exchange target artifact a player controls for target artifact card in that player's graveyard. **UL**

Granite Grip

Enchant Creature
Enchanted creature gets +1/+0 for each mountain you control. **UL**

Guma

Creature — Cat
Protection from blue. **US**

Hammer Mage

Creature — Spellshaper
♣, ♣: Discard a card from your hand: Destroy all artifacts with converted mana cost X or less. **MM**

Hammer of Bogardan

Sorcery
Hammer of Bogardan deals 3 damage to target creature or player. 2 ♣: Return Hammer of Bogardan to your hand. Play this ability only during your upkeep and only if Hammer of Bogardan is in your graveyard. **MR, 6E**

Headlong Rush

Instant
Attacking creatures gain first strike until end of turn. **US**



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Heat Ray
Instant
Heat Ray deals X damage to target creature. **US**

Hired Giant
Creature — Giant
When Hired Giant comes into play, each other player may search his or her library for a land card, put that card into play, then shuffle that library. **MM**

Hulking Cyclops
Creature — Giant
Hulking Cyclops can't block. **VI, 6E, P1**

Hulking Ogre
Creature — Ogre
Hulking Ogre can't block. **UD**

Illicit Auction
Sorcery
Each player may bid life for control of target creature. You begin the bidding at 0. Proceeding in turn order, each player may top the high bid. The auction ends when the high bid stands. The high bidder loses life equal to the high bid and gains control of the creature. **MR, 6E**

Impatience
Enchantment
At the end of each player's turn, if that player didn't play a spell that turn, Impatience deals 2 damage to him or her. **UD**

Impending Disaster
Enchantment
At the beginning of your upkeep, if there are seven or more lands in play, sacrifice Impending Disaster to destroy all lands. **UL**

Incendiary
Enchant Creature
At the beginning of your upkeep, you may put a fuse counter on Incendiary. When enchanted creature is put into a graveyard, Incendiary deals X damage to target creature or player, where X is the number of fuse counters on Incendiary. **UD**

Inferno
Instant
Inferno deals 6 damage to each creature and each player. **DK, 4E-6E**

Jagged Lightning
Sorcery
Jagged Lightning deals 3 damage to target creature and 3 damage to another target creature. **US**

Jokulhaups
Sorcery
Destroy all artifacts, creatures, and lands. They can't be regenerated. **IA, 5E-6E**

Keldon Champion
Creature — Barbarian
Echo, haste. When Keldon Champion comes into play, it deals 3 damage to target player. **UD**

Keldon Vandals
Creature — Townsfolk
Echo. When Keldon Vandals comes into play, destroy target artifact. **UD**

Kris Mage
Creature — Spellshaper
♣, ♠. Discard a card from your hand: Kris Mage deals 1 damage to target creature or player. **MM**

Kyren Glider
Creature — Goblin
Flying. Kyren Glider can't block. **MM**

Kyren Legate
Creature — Goblin
If an opponent controls a plains and you control a mountain, you may play Kyren Legate without paying its mana cost. Haste. **MM**

Kyren Negotiations
Enchantment
Tap an untapped creature you control: Kyren Negotiations deals 1 damage to target player. **MM**

Kyren Sniper
Creature — Goblin
At the beginning of your upkeep, you may have Kyren Sniper deal 1 damage to target player. **MM**

Landslide
Sorcery
Sacrifice any number of mountains. Landslide deals that much damage to target player. **UD**

Last-Ditch Effort
Instant
Sacrifice any number of creatures. Last-Ditch Effort deals that much damage to target creature or player. **UL**

Lava Axe
Sorcery
Lava Axe deals 5 damage to target player. **UL**

Lava Runner
Creature — Lizard
Haste. Whenever Lava Runner becomes the target of a spell or ability, that spell or ability's controller sacrifices a land. **MM**

Lay Waste
Sorcery
Cycling 2. Destroy target land. **US**

Lightning Blast
Instant
Lightning Blast deals 4 damage to target creature or player. **TE, 6E**

Lightning Dragon
Creature — Dragon
Flying, echo. ♣: Lightning Dragon gets +1/+0 until end of turn. **US**

Lightning Hounds
Creature — Hound
First strike. **MM**

Lithophage
Creature — Insect
At the beginning of your upkeep, sacrifice Lithophage unless you sacrifice a mountain. **MM**

Lunge
Instant
Lunge deals 2 damage to target creature and 2 damage to target player. **MM**

Magistrate's Veto
Enchantment
White creatures and blue creatures can't block. **MM**

Manabarb
Enchantment
Whenever a player taps a land for mana, Manabarb deals 1 damage to him or her. **1E-6E**

Parch
Instant
Choose one — Parch deals 2 damage to target creature or player, or Parch deals 4 damage to target blue creature. **UL**

Pillage
Sorcery
Destroy target artifact or land. It can't be regenerated. **AL, 6E**

Pulverize
Sorcery
You may sacrifice two mountains instead of paying Pulverize's mana cost. Destroy all artifacts. **MM**

Puppet's Verdict
Instant
Flip a coin. If you win the flip, destroy all creatures with power 2 or less. If you lose the flip, destroy all creatures with power 3 or greater. **MM**

Pygmy Pyrosaur
Creature — Lizard
Pygmy Pyrosaur can't block. ♣: Pygmy Pyrosaur gets +1/+0 until end of turn. **UL**

Pyromancy
Enchantment
♣, Discard a card at random from your hand: Pyromancy deals to target creature or player dam-

Retromancer
Creature — Viashino
Whenever Retromancer becomes the target of a spell or ability, Retromancer deals 3 damage to that spell or ability's controller. **US**

Rivalry
Enchantment
At the beginning of each player's upkeep, if that player controls more lands than any other, Rivalry deals 2 damage to him or her. **UL**

Robber Fly
Creature — Insect
Flying. Whenever Robber Fly becomes blocked, defending player discards his or her hand, then draws that many cards. **MM**

Rock Badger
Creature — Beast
Mountainwalk. **MM**

Rumbling Crescendo
Enchantment
At the beginning of your upkeep, you may put a verse counter on Rumbling Crescendo. ♣: Sacrifice Rumbling Crescendo: Destroy up to X target lands, where X is the number of verse counters on Rumbling Crescendo. **US**

Sabretooth Tiger
Creature — Tiger
First strike. **IA, 5E-6E**

Scald
Enchantment
Whenever a player taps an island for mana, Scald deals 1 damage to that player. **US**

Scent of Cinder
Sorcery
Reveal any number of red cards in your hand. Scent of Cinder deals X damage to target creature or player, where X is the number of cards revealed this way. **UD**

Scoria Wurm
Creature — Wurm
At the beginning of your upkeep, flip a coin. If you lose the flip, return Scoria Wurm to its owner's hand. **US**

Scrap
Instant
Cycling 2. Destroy target artifact. **US**

Seismic Mage
Creature — Spellshaper
♣, ♠. Discard a card from your hand: Destroy target land. **MM**

Shatter
Instant
Destroy target artifact. **IA, TE, 1E-6E**

Shatterstorm
Sorcery
Destroy all artifacts. They can't be regenerated. **AO, 3E, 5E-6E**

Shiv's Embrace
Enchant Creature
Enchanted creature gets +2/+2 and has flying. ♣: Enchanted creature gets +1/+0 until end of turn. **US**

Shivan Helikite
Creature — Dragon
Flying. ♣: Shivan Helikite deals 1 damage to target creature or player. **US**

Shivan Phoenix
Creature — Phoenix
Flying. When Shivan Phoenix is put into a graveyard from play, return Shivan Phoenix to its owner's hand. **UL**

Shivan Raptor
Creature — Lizard
First strike; haste. Echo. **US**

Shock
Instant
Shock deals 2 damage to target creature or player. **SH, 6E**

Shock Troops
Creature — Soldier
Sacrifice Shock Troops: Shock Troops deals 2 damage to target creature or player. **MM**

Shower of Sparks
Instant
Shower of Sparks deals 1 damage to target creature and 1 damage to target player. **US**

Sizzle
Sorcery
Sizzle deals 3 damage to each opponent. **MM**

Sluggishness
Enchant Creature
Enchanted creature can't block. When Sluggishness is put into a graveyard from play, return Sluggishness to its owner's hand. **UL**

Sneak Attack
Enchantment
♣: Put a creature card from your hand into play. That creature gains haste until end of turn. Sacrifice the creature at end of turn. **US**

Sowing Salt
Sorcery
Remove target nonbasic land from the game. Search

PREDATOR

TITLES: Evincar's Flagship, the Scourge of Skyshroud

STATS: 500' long with sails extended

BRIEF HISTORY: A non-sentient Phyrexian warship, the Predator was constructed at roughly the same time the Stronghold was rebuilt (after it was damaged in Bloodlines by Loren Coleman) to serve as the Evincar's personal war barge. Greven il-Vec has commanded the Predator ever since Volrath chose him to be his loyal—if unwilling—right hand in Rath.

SIGNATURE CARD: Cataclysm (Exodus)

QUOTE: "The Predator lets its actions in battle do its talking." —Scott McGough, *Magic Creative Editor*



Mark of Fury
Enchant Creature
Enchanted creature has haste. At end of turn, return Mark of Fury to its owner's hand. **UD**

Meltdown
Sorcery
Destroy each artifact with converted mana cost X or less. **US**

Mercadia's Downfall
Instant
Attacking creatures get +X/+0 until end of turn, where X is the number of nonbasic lands defending player controls. **MM**

Molten Hydra
Creature — Hydra
♣: Put a +1/+1 counter on Molten Hydra. ♣: Remove all +1/+1 counters from Molten Hydra: Molten Hydra deals X damage to target creature or player, where X is the number of counters removed this way. **UL**

Mountain Goat
Creature — Goat
Mountainwalk. **IA, 5E-6E, P1**

Ogre Taskmaster
Creature — Ogre
Ogre Taskmaster can't block. **MM, P2**

Okk
Creature — Goblin
Okk can't attack unless a creature with greater power also attacks. Okk can't block unless a creature with greater power also blocks. **US**

Orcish Artillery
Creature — Orc
♣: Orcish Artillery deals 2 damage to target creature or player and 3 damage to you. **1E-6E**

Orcish Oriflamme
Enchantment
Attacking creatures you control get +1/+0. **1E-6E**

Outmaneuver
Instant
X target blocked creatures deal combat damage as though they weren't blocked. **US**

age equal to the converted mana cost of the discarded card. **UL**

Pyrotechnics
Sorcery
Pyrotechnics deals 4 damage divided as you choose among any number of target creatures and/or players. **LE, 4E-5E, 6E**

Rack and Ruin
Instant
Destroy two target artifacts. **UL**

Raging Goblin
Creature — Goblin
Haste. **EX, 6E, P1-P2**

Rain of Salt
Sorcery
Destroy two target lands. **US**

Raze
Sorcery
As an additional cost to play Raze, sacrifice a land. Destroy target land. **US**

Reckless Abandon
Sorcery
As an additional cost to play Reckless Abandon, sacrifice a creature. Reckless Abandon deals 4 damage to target creature or player. **UD**

Reckless Embargement
Creature — Wizard
♣: Reckless Embargement deals 1 damage to target creature or player and 1 damage to itself. **MR, 6E**

Reflexes
Enchant Creature
Enchanted creature has first strike. **US**

Relentless Assault
Sorcery
Untap all creatures that attacked this turn. You get an additional combat phase followed by an additional main phase this turn. **VI, 6E, P2**

Repercussion
Enchantment
Whenever a creature is dealt damage, Repercussion deals that much damage to that creature's controller. **UD**

HL—Homelands
AL—Alliances
MR—Mirage

VI—Visions
WL—Weatherlight
TE—Tempest

SH—Stronghold
EX—Exodus
US—Urza's Saga

UL—Urza's Legacy
UD—Urza's Destiny
MM—Mercadian Masques

Black—Common
Silver—Uncommon
Gold—Rare

1E—Alpha/Beta	4E—Fourth Edition	P1—Port
2E—Unlimited	5E—Fifth Edition	P2—Port
3E—Revised	6E—Classic	CH—Ch



Disciple of Law
 Creature — Cleric
 Cycling 2. Protection from red.
Disenchant
 Instant
 Destroy target artifact or enchantment.
Divine Transformation
 Enchant Creature
 Enchanted creature gets +3/+3.
Ekundu Griffin
 Creature — Griffin
 Flying, first strike.
Elite Archers
 Creature — Soldier
 ♣: Elite Archers deals 3 damage to target attacking or blocking creature.
Enlightened Tutor
 Instant
 Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it. •See Banned & Restricted, p. 92.
Erase
 Instant
 Remove target enchantment from the game.
Ethereal Champion
 Creature — Avatar
 Pay 1 life: Prevent the next 1 damage that would be dealt to Ethereal Champion this turn.
Exile
 Instant
 Remove target nonwhite attacking creature from the game. You gain life equal to its toughness.
Expendable Troops
 Creature — Soldiers
 ♣: Sacrifice Expendable Troops: Expendable Troops deals 2 damage to target attacking or blocking creature.
Faith Healer
 Creature — Cleric
 Sacrifice an enchantment: You gain life equal to its converted mana cost.
False Prophet
 Creature — Cleric
 When False Prophet is put into a graveyard from play, remove all creatures from the game.
Fend Off
 Instant
 Cycling 2. Prevent all combat damage that would be dealt by target creature this turn.
Field Surgeon
 Creature — Cleric
 Tap an untapped creature you control: Prevent the next 1 damage that would be dealt to target creature this turn.
Flicker
 Sorcery
 Remove target nontoken permanent from the game, then return it to play under its owner's control.
Fountain Watch
 Creature — Guardian
 Artifacts and enchantments you control can't be the target of spells or abilities.
Fresh Volunteers
 Creature — Rebel
Glorious Anthem
 Enchantment
 Creatures you control get +1/+1.
Healing Salve
 Instant
 Choose one — Target player gains 3 life, or prevent the next 3 damage that would be dealt to target creature or player this turn.
Heavy Ballista
 Creature — Soldier
 ♣: Heavy Ballista deals 2 damage to target attacking or blocking creature.
Herald of Serra
 Creature — Angel
 Flying, echo. Attacking doesn't cause Herald of Serra to tap.
Hero's Resolve
 Enchant Creature
 Enchanted creature gets +1/+5.
Honor the Fallen
 Instant
 Remove all creature cards in all graveyards from the game. You gain 1 life for each card removed this way.
Hope and Glory
 Instant
 Untap two target creatures. Each of them gets +1/+1 until end of turn.
Humble
 Instant
 Target creature loses all abilities and becomes 0/1 until end of turn.

Icatation Town
 1/2
US
 Put four 1/1 white Citizen creature tokens into play.
Ignoble Soldier
 Creature — Soldier
 Whenever Ignoble Soldier becomes blocked, prevent all combat damage that would be dealt by it this turn.
Infantry Veteran
 Creature — Soldier
 ♣: Target attacking creature gets +1/+1 until end of turn.
Intrepid Hero
 Creature — Soldier
 ♣: Destroy target creature with power 4 or greater.
Inviolability
 Enchant Creature
 Prevent all damage that would be dealt to enchanted creature.
Iron Will
 Instant
 Cycling 2. Target creature gets +0/+4 until end of turn.
Ivory Mask
 Enchantment
 You can't be the target of spells or abilities.
Jasmine Seer
 Creature — Wizard
 ♣: Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way.
Jhovall Queen
 Creature — Rebel
 Attacking doesn't cause Jhovall Queen to tap.
Jhovall Rider
 Creature — Rebel
 Trample.
Karmic Guide
 Creature — Spirit
 Flying, protection from black, echo. When Karmic Guide comes into play, if you played it from your hand, return target creature card from your graveyard to play.
Kismet
 Enchantment
 Artifacts, creatures, and lands your opponents control come into play tapped.
Kjeldoran Royal Guard
 Creature — Soldier
 ♣: All combat damage that would be dealt to you by unblocked creatures this turn is dealt to Kjeldoran Royal Guard instead.
Knighthood
 Enchantment
 Creatures you control have first strike.
Last Breath
 Instant
 Remove target creature with power 2 or less from the game. Its controller gains 4 life.
Light of Day
 Enchantment
 Black creatures can't attack or block.
Longbow Archer
 Creature — Soldier
 First strike. Longbow Archer may block as though it had flying.
Martyr's Cause
 Enchantment
 Sacrifice a creature: The next time a source of your choice would deal damage to target creature this turn, prevent that damage.
Mask of Law and Grace
 Enchant Creature
 Enchanted creature has protection from black and protection from red.
Master Healer
 Creature — Cleric
 ♣: Prevent the next 4 damage that would be dealt to target creature or player this turn.
Mesa Falcon
 Creature — Bird
 Flying. 1*: Mesa Falcon gets +0/+1 until end of turn.
Moment of Silence
 Instant
 Target player skips his or her combat phase this turn.
Monk Idealist
 Creature — Cleric
 When Monk Idealist comes into play, return target enchantment card from your graveyard to your hand.
Monk Realist
 Creature — Cleric
 When Monk Realist comes into play, destroy target enchantment.
Moonlit Wake
 Enchantment
 Whenever a creature is put into a graveyard from play, you gain 1 life.

Mother of Runes
 Creature — Cleric
 ♣: Target creature you control gains protection from the color of your choice until end of turn.
Muzzle
 Enchant Creature
 Prevent all damage that would be dealt by enchanted creature.
Nightwind Glider
 Creature — Rebel
 Flying, protection from black.
Noble Purpose
 Enchantment
 Whenever a creature you control deals combat damage, you gain that much life.
Opal Acrolith
 Enchantment
 Whenever an opponent plays a creature spell, if Opal Acrolith is an enchantment, Opal Acrolith becomes a 2/4 Guardian creature. ♣: Opal Acrolith becomes an enchantment.
Opal Archangel
 Enchantment
 When an opponent plays a creature spell, if Opal Archangel is an enchantment, Opal Archangel becomes a 5/5 Angel creature with flying. Attacking doesn't cause it to tap.
Opal Avenger
 Enchantment
 When you have 10 life or less, if Opal Avenger is an enchantment, Opal Avenger becomes a 3/5 Guardian creature.
Opal Caryatid
 Enchantment
 When an opponent plays a creature spell, if Opal Caryatid is an enchantment, Opal Caryatid becomes a 2/2 Soldier creature.
Opal Champion
 Enchantment
 When an opponent plays a creature spell, if Opal Champion is an enchantment, Opal Champion becomes a 3/3 Knight creature with first strike.
Opal Gargoyle
 Enchantment
 When an opponent plays a creature spell, if Opal Gargoyle is an enchantment, Opal Gargoyle becomes a 2/2 Gargoyle creature with flying.
Opal Titan
 Enchantment
 When an opponent plays a creature spell, if Opal Titan is an enchantment, Opal Titan becomes a 4/4 Giant creature with protection from each of that spell's colors.
Opalescence
 Enchantment
 Each other global enchantment is a creature with power and toughness each equal to its converted mana cost. It's still an enchantment.
Order of the Sacred Torch
 Creature — Paladin
 ♣: Pay 1 life: Counter target black spell.
Orim's Cure
 Instant
 If you control a plains, you may tap an untapped creature you control instead of paying the mana cost of Orim's Cure. Prevent the next 4 damage that would be dealt to target creature or player this turn.
Pacifism
 Enchant Creature
 Enchanted creature can't attack or block.
Pariah
 Enchant Creature
 All damage that would be dealt to you is dealt to enchanted creature instead.
Path of Peace
 Sorcery
 Destroy target creature. Its owner gains 4 life.
Peace and Quiet
 Instant
 Destroy two target enchantments.
Pearl Dragon
 Creature — Dragon
 Flying. 1*: Pearl Dragon gets +0/+1 until end of turn.
Pegasus Charger
 Creature — Pegasus
 Flying, first strike.
Pious Warrior
 Creature — Rebel
 Whenever Pious Warrior is dealt combat damage, you gain that much life.
Planar Birth
 Sorcery
 Return all basic land cards from all graveyards to play under their owners' control, tapped.
Planar Collapse
 Enchantment
 At the beginning of your upkeep, if there are four or

more creatures in play, sacrifice Planar Collapse to destroy all creatures. They can't be regenerated.
Presence of the Master
 Enchantment
 Whenever a player plays an enchantment spell, counter it.
Purify
 Sorcery
 Destroy all artifacts and enchantments.
Radiant, Archangel
 Creature — Legend
 Flying. Attacking doesn't cause Radiant, Archangel to tap. Radiant gets +1/+1 for each other creature with flying in play.
Radiant's Dragoons
 Creature — Soldier
 Echo. When Radiant's Dragoons comes into play, you gain 5 life.
Radiant's Judgment
 Instant
 Cycling 2. Destroy target creature with power 4 or greater.
Ramosian Captain
 Creature — Rebel
 First strike.
Ramosian Commander
 Creature — Rebel
 ♣: Search your library for a Rebel card with converted mana cost 5 or less and put that card into play. Then shuffle your library.
Ramosian Lieutenant
 Creature — Rebel
 ♣: Search your library for a Rebel card with converted mana cost 3 or less and put that card into play. Then shuffle your library.
Ramosian Rally
 Instant
 If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost. Creatures you control get +1/+1 until end of turn.
Ramosian Sergeant
 Creature — Rebel
 ♣: Search your library for a Rebel card with converted mana cost 2 or less and put that card into play. Then shuffle your library.
Ramosian Sky Marshal
 Creature — Rebel
 Flying. ♣: Search your library for a Rebel card with converted mana cost 6 or less and put that card into play. Then shuffle your library.
Rappelling Scouts
 Creature — Rebel
 Flying. 2*: Rappelling Scouts gains protection from the color of your choice until end of turn.
Redeem
 Instant
 The next time damage would be dealt to one or two target creatures this turn, prevent that damage.
Regal Unicorn
 Creature — Unicorn
Reliquary Monk
 Creature — Cleric
 When Reliquary Monk is put into a graveyard from play, destroy target artifact or enchantment.
Remedy
 Instant
 Prevent the next 5 damage that would be dealt to this turn to any number of target creatures and/or players, divided as you choose.
Remembrance
 Enchantment
 Whenever a nontoken creature you control is put into a graveyard from play, you may search your library for a copy of that creature card. If you do, reveal the card and put it into your hand. Then shuffle your library.
Renounce
 Instant
 Sacrifice any number of permanents. You gain 2 life for each one sacrificed this way.
Replenish
 Sorcery
 Return all enchantment cards from your graveyard to play. (Local enchantments with no permanent to enchant remain in your graveyard.)
Reprisal
 Instant
 Destroy target creature with power 4 or greater. It can't be regenerated.
Resistance Fighter
 Creature — Soldier
 Sacrifice Resistance Fighter: Prevent all combat damage that would be dealt by target creature this turn.
Revered Elder
 Creature — Cleric
 1: Prevent the next 1 damage that would be dealt to Revered Elder this turn.

HL—Homelands
 AL—Alliances
 MR—Mirage

VI—Visions
 WL—Weatherlight
 TE—Tempest

SH—Stronghold
 EX—Exodus
 US—Urza's Saga

UL—Urza's Legacy
 UD—Urza's Destiny
 MM—Mercadian Masques

Black—Common
 Silver—Uncommon
 Gold—Rare



Reverent Mantra
Instant
You may instead play a white card in your hand from the game instead of paying Reverent Mantra's mana cost. All creatures gain protection from the color of your choice until end of turn. **MM**

Reverse Damage
Instant
The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain life equal to the damage prevented this way. **1E-6E**

Righteous Aura
Enchantment
* Pay 2 life: The next time a source of your choice would deal damage to you this turn, prevent that damage. **VI, MM**

Righteous Indignation
Enchantment
Whenever a creature blocks a black or red creature, the blocking creature gets +1/+1 until end of turn. **MM**

RoP: Artifacts
Enchantment
Cycling 2. *: The next time an artifact source of your choice would deal damage to you this turn, prevent that damage. **US**

RoP: Black
Enchantment
Cycling 2. *: The next time a black source of your choice would deal damage to you this turn, prevent that damage. **US**

RoP: Blue
Enchantment
Cycling 2. *: The next time a blue source of your choice would deal damage to you this turn, prevent that damage. **US**

RoP: Green
Enchantment
Cycling 2. *: The next time a green source of your choice would deal damage to you this turn, prevent that damage. **US**

RoP: Lands
Enchantment
Cycling 2. *: The next time a land source of your choice would deal damage to you this turn, prevent that damage. **US**

RoP: Red
Enchantment
Cycling 2. *: The next time a red source of your choice would deal damage to you this turn, prevent that damage. **US**

RoP: White
Enchantment
Cycling 2. *: The next time a white source of your choice would deal damage to you this turn, prevent that damage. **US**

Samite Healer
Creature — Cleric
1/1
*: Prevent the next 1 damage that would be dealt to target creature or player this turn. **1E-6E**

Sanctimony
Enchantment
Whenever an opponent taps a mountain for mana, you may gain 1 life. **UD**

Sanctum Custodian
Creature — Cleric
1/2
*: Prevent the next 2 damage that would be dealt to target creature or player this turn. **US**

Sanctum Guardian
Creature — Soldier
1/4
Sacrifice Sanctum Guardian: The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage. **US**

Scent of Jasmine
Instant
Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way. **UD**

Scour
Instant
Remove target enchantment from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library. **UD**

Seasoned Marshal
Creature — Soldier
2/2
Whenever Seasoned Marshal attacks, you may tap target creature. **US**

Security Detail
Enchantment
*: Put a 1/1 white Soldier creature token into play. Play this ability only if you control no creatures and only once each turn. **MM**

Serenity
Enchantment
At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated. **WL, 6E**

Serra Advocate
Creature — Angel
2/2
Flying. *: Target attacking or blocking creature gets +2/+2 until end of turn. **UD**

Serra Avatar
Creature — Avatar
4/4
Serra Avatar's power and toughness are each equal to your life total. If Serra Avatar would be put into a graveyard from anywhere, shuffle Serra Avatar into its owner's library instead. **US**

Serra Zealot
Creature — Soldier
1/1
First strike. **US**

Serra's Embrace
Enchantment
Enchanted creature gets +2/+2 and has flying. Attacking doesn't cause enchanted creature to tap. **US**

Serra's Hymn
Enchantment
At the beginning of your upkeep, you may put a verse counter on Serra's Hymn. Sacrifice Serra's Hymn: Prevent up to X damage total that would be dealt this turn to any number of target creatures and/or players, divided as you choose, where X is the number of verse counters on Serra's Hymn. **US**

Serra's Liturgy
Enchantment
At the beginning of your upkeep, you may put a verse counter on Serra's Liturgy. *: Sacrifice Serra's Liturgy: Destroy up to X target artifacts and/or enchantments, where X is the number of verse counters on Serra's Liturgy. **US**

Serra's Blessing
Enchantment
Attacking doesn't cause creatures you control to tap. **WL, 6E**

Shimmering Barrier
Creature — Wall
1/3
Cycling 2. First strike. **US**

Silent Attendant
Creature — Cleric
0/2
*: You gain 1 life. **US**

Solidarity
Instant
Creatures you control get +0/+5 until end of turn. **UD**

Songstitcher
Creature — Cleric
1/1
*: Prevent all combat damage that would be dealt this turn by target attacking creature with flying. **US**

Soothing Balm
Instant
Target player gains 5 life. **UD**

Soul Sculptor
Creature — Townfolk
1/1
*: Target creature becomes an enchantment and loses all abilities until a player plays a creature spell. **US**

Spirit Link
Enchant Creature
Whenever enchanted creature deals damage, you gain that much life. **LE, 4E-6E**

Spiritual Focus
Enchantment
Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card. **MM**

Standing Troops
Creature — Soldier
1/4
Attacking doesn't cause Standing Troops to tap. **EX, 6E**

Staunch Defenders
Creature — Soldier
3/4
When Staunch Defenders comes into play, you gain 4 life. **TE, 6E**

Steadfast Guard
Creature — Rebel
2/2
Attacking doesn't cause Steadfast Guard to tap. **MM**

Story Circle
Enchantment
As Story Circle comes into play, choose a color. *: The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage. **MM**

Sunweb
Creature — Wall
5/6
Flying. Sunweb can't block creatures with power 2 or less. **MR, 6E**

Sustainer of the Realm
Creature — Angel
2/3
Flying. Whenever Sustainer of the Realm blocks, it gets +0/+2 until end of turn. **UL**

Tariff
Sorcery
Each player sacrifices the creature he or she controls with the highest converted mana cost unless he or she pays that creature's mana cost. If two creatures a player controls are tied for highest cost, that player chooses one. **WL, 6E**

Task Force
Creature — Rebel
1/3
Whenever Task Force becomes the target of a spell or ability, it gets +0/+3 until end of turn. **MM**

Tethered Griffin
Creature — Griffin
2/3
Flying. When you control no enchantments, sacrifice Tethered Griffin. **UD**

Thermal Glider
Creature — Rebel
2/1
Flying, protection from red. **MM**

Tonic Peddler
Creature — Spellshaper
1/1
*: Discard a card from your hand: Target player gains 3 life. **MM**

Tormented Angel
Creature — Angel
1/5
Flying. **UD**

Tragic Poet
Creature — Townfolk
1/1
*: Sacrifice Tragic Poet: Return target enchantment card from your graveyard to your hand. **UL**

Trap Runner
Creature — Soldier
2/3
*: Target attacking unblocked creature becomes blocked. (This ability works on unblockable creatures.) **MM**

Tundra Wolves
Creature — Wolf
1/1
First strike. **LE, 4E-6E**

Unyaro Griffin
Creature — Griffin
2/2
Flying. Sacrifice Unyaro Griffin: Counter target red instant or sorcery spell. **MR, 6E**

Venerable Monk
Creature — Cleric
2/2
When Venerable Monk comes into play, you gain 2 life. **SH, 6E, P1**

Voice of Duty
Creature — Angel
2/2
Flying, protection from green. **UD**

Voice of Grace
Creature — Angel
2/2
Flying, protection from black. **US**

Voice of Law
Creature — Angel
2/2
Flying, protection from red. **US**

Voice of Reason
Creature — Angel
2/2
Flying, protection from blue. **UD**

Wall of Glare
Creature — Wall
0/5
Wall of Glare may block any number of creatures each combat. **UD**

Wall of Swords
Creature — Wall
3/5
Flying. **1E-6E, P1**

Warmth
Enchantment
Whenever an opponent plays a red spell, you gain 2 life. **TE, 6E**

Warrior's Honor
Instant
Creatures you control get +1/+1 until end of turn. **VI, 6E**

Wave of Reckoning
Sorcery
Each creature deals to itself damage equal to its power. **MM**

Waylay
Instant
Put three 2/2 white Knight creature tokens into play. Remove them from the game at end of turn. **US**

Wishmonger
Creature — Monger
3/3
*: Target creature gains protection from the color of its controller's choice until end of turn. Any player may play this ability. **MM**

Worship
Enchantment
Damage that would reduce your life total to less than 1 reduces it to 1 instead if you control a creature. **US**

Wrath of God
Sorcery
Destroy all creatures. They can't be regenerated. **1E-6E, P1**

BANNED & RESTRICTED

Vintage—Type 1 Banned* Amulet of Quoz Bronze Tablet Channel Chaos Orb Contract from Below Darkpact Demonic Attorney Falling Star Jeweled Bird Mind Twist Rebirth Tempest Efreet Timmerian Fiends Vintage—Type 1 Restricted Ancestral Recall Balance Berserk Black Lotus Black Vise Braingeyser Crop Rotation Demonic Tutor Doomsday	Dream Halls Enlightened Tutor Fastbond Fork Frantic Search Grim Monolith Hurkyl's Recall Library of Alexandria Lotus Petal Memory Jar Mind Over Matter Mox Diamond Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Mystical Tutor Recall Regrowth Sol Ring Strip Mine Stroke of Genius Time Spiral Time Walk Timetwister Tinker	Tolarian Academy Vampiric Tutor Voltaic Key Wheel of Fortune Windfall Yawgmooth's Bargain Yawgmooth's Will Vintage—Type 1.5 Banned* Amulet of Quoz Ancestral Recall Balance Berserk Black Lotus Black Vise Braingeyser Bronze Tablet Channel Chaos Orb Contract from Below Crop Rotation Darkpact Demonic Attorney Demonic Tutor Doomsday Dream Halls	Enlightened Tutor Falling Star Fastbond Fork Frantic Search Grim Monolith Hurkyl's Recall Jeweled Bird Library of Alexandria Lotus Petal Mana Crypt Mana Vault Memory Jar Mind Over Matter Mind Twist Mox Diamond Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Mystical Tutor Rebirth Recall Regrowth Sol Ring Strip Mine	Stroke of Genius Tempest Efreet Time Spiral Time Walk Timetwister Timmerian Fiends Tinker Tolarian Academy Vampiric Tutor Voltaic Key Wheel of Fortune Windfall Yawgmooth's Bargain Yawgmooth's Will Extended Banned* Any cards from the following limited-edition expansions and basic sets are banned unless they are reprinted in a legal set, limited or otherwise: Antiquities Arabian Nights Fallen Empires Fourth Edition Legends	Limited Revised Edition The Dark Unlimited However, the ten cards listed below, commonly called "dual lands," are allowed: Badlands Bayou Plateau Savannah Scrubland Taiga Tropical Island Tundra Underground Sea Volcanic Island The following individual cards are banned in Extended format: Amulet of Quoz Dream Halls Earthcraft Lotus Petal	Memory Jar Mind Over Matter Time Spiral Timmerian Fiends Tolarian Academy Windfall Yawgmooth's Bargain Yawgmooth's Will Zuran Orb Standard Type 2 Banned* Gaea's Cradle Memory Jar Serra's Sanctum Time Spiral Tolarian Academy Voltaic Key Windfall
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*Any ante card contained in any newly released card set

Young men in Dromodan traditionally carry tribe elders while chanting Broadway show tunes.



Every society has its own rites of passage. While observing this nomadic custom, I am reminded of the Magic: The Gathering® players of North America - known to travel short distances to partake in Friday Night Magic®.

Every week, weather be damned, throngs of Magic players take to their local premier game store for an evening of hearty competition. For many, Friday Night Magic is their first foray into the mysterious world of sanctioned tournament play. Their bounty? Foil cards, the likes of which no eyes have seen.

Note to self: must learn more about Friday Night Magic at <www.wizards.com/FNM>

Friday Night Magic
It's your rite.

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TopLists

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Top 10 PC Games That Need Remakes Or Sequels

Featured list by Johnny L. Wilson

1. Wasteland

Publisher: Interplay Productions
Why? Imagine *X-Files* combined with *Mad Max* using the **Mercenaries, Spies and Private Eyes** role-playing game-rules.

Closest Thing Out There: *Fallout 2*



WASTELAND

2. Rocket Ranger

Publisher: Cinemaware

Why? Imagine movie serials that come to life, where beautiful arcade action and a great '40s nostalgia were tied together with cinematic sequences.

Closest Thing Out There: Nothing

3. Neuromancer

Publisher: Interplay Productions

Why? Imagine a William Gibson cyberpunk novel enacted with both humor and innovation.

Closest Thing Out There: *Planescape: Torment*



NEUROMANCER

4. Hollywood Mogul

Publisher: Carey de Vuono Productions

Why? Imagine *SimCity* meets *The Player*.

Closest Thing Out There: Nada

5. M.U.L.E.

Publisher: Electronic Arts

Why? Imagine a multiplayer planetary exploitation game where all the combat's economic.

Closest Thing Out There: *Sovereign*

6. Air Bucks

Publisher: Impressions

Why? Imagine *Rail Baron* and *1830* meet the airlines.

Closest Thing Out There: Nothing

7. Good to Firm

Publisher: Wizard Games

Why? Imagine *Pole Position* with lousy graphics covering British-style flat horseracing with full stable decisions including training, jockeys, auctions, and betting.

Closest Thing Out There: *Pole Position II*

8. Space M+A+X

Publisher: Final Frontier Software

Why? Imagine the challenge of building a space station using realistic constraints—sort of a "SimStation."

Closest Thing Out There: *SimMars*

9. Perfect General

Publisher: QQP

Why? Imagine tactical combat with non-historical terrain and a capacity for building/buying new units as in a strategic game.

Closest Thing Out There: *Axis & Allies: Iron Blitz*

10. Master of Magic

Publisher: Microprose

Why? Imagine a cross between *Civilization*, *Magic: The Gathering*, and *Disciples: Sacred Lands*.

Closest Thing Out There: *Age of Wonders*



GOD OF THUNDER Gene Simmons, here transformed into his *Destroyer*-era alter-ego "The Demon," takes a lickin' and keeps ass-kickin' in the upcoming *Third Law*/Gathering of Developers shooter *KISS: Psycho Circus*.

Top 7 Evil Level Bosses

1. Final Boss, Duke Nukem
2. Adolph Hitler/Robot Hitler, *Castle Wolfenstein 3D: Spear of Destiny*
3. That multi-headed dragon thing in *Legend of Zelda* (Super Nintendo)
4. The second Death Star, *X-Wing Alliance*
5. Any boss from *House of the Dead* (arcade/Dreamcast)
6. The leaf guy from *Mega-Man* (Nintendo)
7. Will McDermott, *TopDeck* Editor in Chief

Top 11 Star Wars Games

1. *Jedi Knight: Dark Forces II*
2. *X-Wing Alliance*
3. *Star Wars Arcade* (Early '80s version)
4. *Star Wars Arcade* (Late '90s version)
5. *Dark Forces*
6. *X-Wing vs. TIE Fighter* (w/expansion pack)
7. *TIE Fighter*
8. *Rogue Squadron*
9. *Wing Commander*
10. *The Empire Strikes Back* (Atari 2600)
11. *Shadows of the Empire*

GOOD TO FIRM



The number of successful World War II games on the market (in both electronic and board game formats) might well lead many people to accuse strategy gamers of being obsessed with Nazis. I was once described as a closet fascist because I enjoyed playing so many different kinds of wargames. The truth is that World War II is fascinating to strategy gamers on many levels. First, there is a clear-cut bad guy. Hitler gives us that much. Second, the cult of the bad guy is undergirded with powerful symbolism that evokes emotion and a sense of the forbidden among many people in western civilization. Finally, it was an era of advancement in technology, in which many of the most interesting (and simultaneously, frightening) weapons of the century made their operational debuts. In short, it may not be "Springtime for Hitler" whenever gamers sit down to recreate WW II on the playing field, but it sure brightens the day for all of us armchair generals whenever a new WW II game comes out.

Puttin' on the Blitz

TWO from WWII

by johnny L. wilson

Axis & Allies: Iron Blitz Edition

Publisher
Hasbro Interactive

Developer
Meyer-Glass Interactive

Premise
Conquer the world within the parameters of historical—and not-so-historical—assumptions.

System Requirements
Pentium 133 or equivalent; 16 MB RAM; 4x speed CD-ROM; DirectX 6.1; 40 MB hard drive space; Windows 95/98

Website
www.hasbro-interactive.com

Story

9

Graphics

7

Game play

7

Value

8

Overall

8

AXIS & ALLIES: IRON BLITZ EDITION "Isn't This Just Like Risk?"

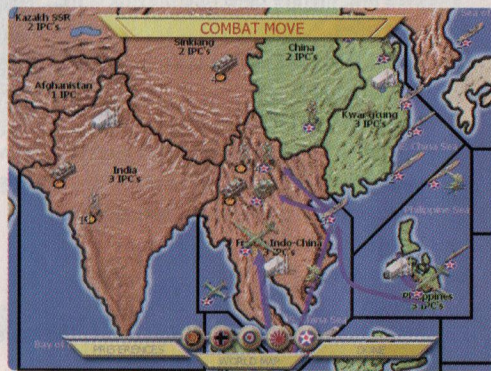
Almost every *Axis & Allies* (A&A) player has heard that question. You could explain that, unlike *Risk*, this game of strategic world conquest (set during World War II) has you calculate Industrial Production

Certificates (IPCs) in order to purchase those cute little soldiers, tanks, planes, and ships you're moving about the board. You could talk about strategic allocation, logistics, and combined arms. Yet the entire idea of moving plastic military units across a colorful map inevitably suggests a relationship with that other, far more casual, strategy game that many people have played since grade school.

When the computer version of A&A came out, your reputation suffered yet another hit. The game played so gracefully and seamlessly that it was doubly hard to convince any spectators that your strategy required any kind of forethought beyond the basic *Risk* approach. The historical film footage assisted somewhat in the credibility department, but it was still hard to convince your family that *Axis & Allies* wasn't just for kids.

Blitz and Pieces

With the new *Axis & Allies: Iron Blitz Edition*, you'll still have difficulty convincing a casual observer that this is a challenging game. It's filled with new eye candy like CGI sequences of air raids, rocket launches, and submarine attacks. It also features new (third edition) rules that allow submarines to retreat from combat by submerging and planes to retreat from amphibious attacks. Planes can now take off from sinking aircraft carriers (if they have sufficient



WORLDWIDE WEB In order to succeed at *Axis & Allies: Iron Blitz Edition*, you'll have to create a crisscrossing network of invasion forces, support units, and reinforcements.



DICEY PROPOSITION Although the actual combat features more dice-rolling than a *Yahtzee* game, the key to winning is to figure out which units to designate as losses. HINT: If the combat is not part of an amphibious assault, take the casualties in infantry and marine units first. If the combat is part of an amphibious assault, save the marines in order to get the combat bonus.

movement points). The *Iron Blitz Edition* also features marines (land units better able to capture beach-heads) and naval destroyer vessels—these ships can automatically withstand an initial submarine attack.

The best features of the *Iron Blitz Edition*? The numerous new scenarios, the fact you can switch allegiance flags in order to create new scenarios, and the ability to create new units and territories.

Johnny L. Wilson is a pacifist who believes in pixels instead of pistols. No gamers were harmed in the reviews of these games.



Tests of Iron

History and alternate-history buffs rejoice! A&A: IBE will leave your head spinning from the possibilities.

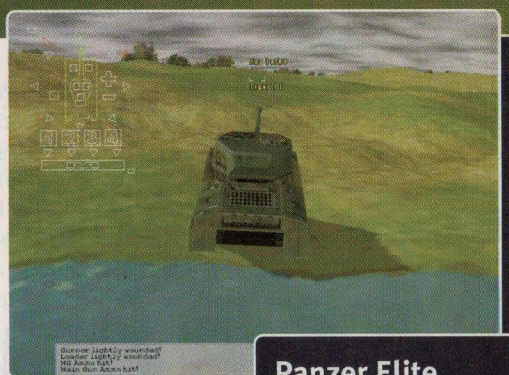
SCENARIO	SETUP	CHALLENGE
1939A	Early War	Hitler's nightmare—two fronts with aggressive enemies
1939B	Early What If?	Russia sides with Germany, Japan with Allies (tough Axis play)
1939C	"Pat Buchanan"	U.S. stays neutral (tough Allied play)
1942A	Mid What If?	Russia stays neutral (tough Allied play)
1945A	Late What If?	Japan and Russia ally (tough Allied play)
1945B	Late What If?	Russia and Germany ally (nice, balanced game)
Cold War	Late What If?	History with no Truman Doctrine (interesting Russian play)

PC-based simulation games). It isn't nearly as difficult to target as one might expect from the way the tank pitches and yaws across rough terrain. You would almost think that advanced stabilizer technology had already been incorporated into turret design.

For those not looking for the **Falcon 4.0** of tank simulations, **Panzer Elite** could be a tanker's dream. **Panzer Elite** features the classic armor battles leading up to Kasserine Pass in the North African campaign (12 scenarios), the campaign for Italy (14 encounters), and the Normandy invasion and aftermath (14 engagements). Further, you can play a full campaign from either the American or German side. Unlike most 3D military games on the market, **Panzer Elite** also features a scenario builder so that you can design your own scenarios.

Panzer Elite has marvelous 3D effects with a nod to authentic physics. You can bounce over hills, sluggishly plow through fields, and even flip your tank, but I wasn't able to high-center it on uneven terrain, even when putting the tank in places it should never go. Further, there are clipping problems when you're about to hit buildings or trees—the terrain simply disappears. This reduces the impact of an otherwise intriguing title.

In short, **Panzer Elite** is entertaining, not taxing. It offers historical flavor and interesting scenarios without being difficult to master. The AI-controlled wingmen are reasonably intelligent and stick with you, no matter how ridiculous your tactics or itinerary. That alone makes the game more playable than the average simulation. While delightful for those who want to jump in and jump out, **Panzer Elite** simply doesn't have enough depth to pacify hardcore simulation enthusiasts.



TIGER HUNT After crossing a stream, the squadron attempts to track the Germans cross-country. Veteran WW II tankers can only wish they had the easy targeting system available in **Panzer Elite**.

Panzer Elite

Publisher
Psygnosis

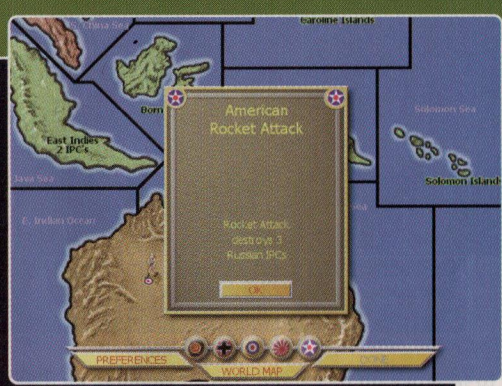
Developer
Wings Simulation GmbH

Premise
Drive big, vintage vehicles of destruction and rampage over three different types of geography.

Story	8
Graphics	8
Game play	6
Value	7
Overall	7

System Requirements
Pentium 200 or equivalent; 16 MB RAM; DirectX 6.1 or better; 150 MB hard drive space; Windows 95/98/NT

Website
www.PanzerElite.com



ROCKET SCIENCE In the basic game, you have to earn advanced technologies. In the cold war scenario, you can use your ICBMs to make a rocket attack every turn.

It's one thing to play Germany in midwar, but it's quite another to experience the limited forces and industrial capacity available at the beginning of hostilities in 1939. There's even a "Pat Buchanan" head-in-the-sand scenario where the United States stays out of World War II. The game plays with significant differences in the new scenarios. Plus, my current favorite is the cold war scenario, in which you already have all of the advanced technologies and Russia plays like a hungry bear turning over a garbage can.

The *Iron Blitz Edition* of **Axis & Allies** takes an accessible game and adds new dimensions. If you're looking for new playability from a classic, well-balanced game, this one's for you.

PANZER ELITE

Where the Elite Meet

No one will have any trouble convincing friends and family that **Panzer Elite** is a sophisticated game. Where **Axis & Allies** looks like a board game and plays with deceptive simplicity, **Panzer Elite** is a simulation with an emphasis on action. Most players find a third-person view more useful than the traditional, inside-the-tank view (a view more associated with console racing games than



TREAD SOFTLY When a Panzer IVE meets a relatively weak M5A1 Stuart, the result is seldom in doubt.



ASHES TO ASHES As the Stuart couldn't penetrate the German armor, the Panzers closed and annihilated the weaker tanks without wasting a shot.



Welcome back to "Moscatellovision," the column that lets you, the TopDeck reader, open the head of freelance game reviewer Rick Moscatello and peer into all that gooey yet savvy gray matter. Okay, our surgical saw is all warmed up—let's begin....

3 quick reviews from our man in the field

Moscatellovision

by rick moscatello



Panzer General 3D Assault

Publisher/Developer
Strategic Simulations, Inc. (SSI)

System Requirements
PII 233 or equivalent; 64 MB RAM; 8x speed CD-ROM; 3D accelerator card with 8 MB of video RAM; 275 MB hard drive space; Windows 95/98

Website
www.ssionline.com

Story	8
Graphics	9
Game play	6
Value	6
Overall	7

PANZER GENERAL 3D ASSAULT Technicolor Tank Combat

With **Panzer General 3D Assault**, the ancient, beautiful, and classic **Panzer General** engine gets a massive facelift and rules overhaul, becoming something new and more beautiful, but perhaps just a bit less than classic.

Let's start with the highlight: the 3D graphics. All the units look fantastic. Even the little airplanes fight as though they were playing a mini-3D combat game, not a turn-based strategy game. Usually these types of games go lean on the graphics because their audience (stereotypically envisaged as stuffy gray-beards) supposedly doesn't appreciate technicolor tank combat. Unfortunately, all the effort put into the units seems to have been taken from the scenery; the terrain looks blurry, and it takes a few hours before you can look at the screen without trying to focus.

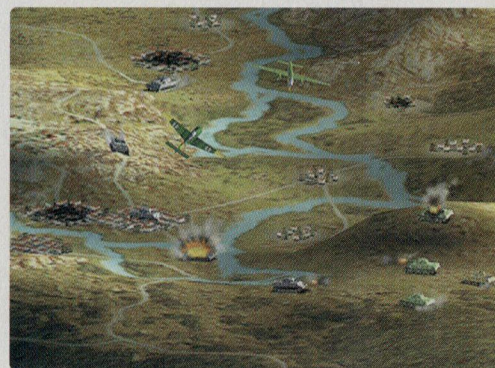
The rules system has also been warped. The old "prestige point" system of buying units is gone, and with it, the days of conjuring up a gigantic tank army in the middle of a battle.

Instead, there's a "star-based" system—you choose your army before the battle starts. You can have a handful of units led by effective leaders, able to perform several actions a turn, or a moderately sized force of weakly led units, each able to kick somewhat less butt each turn.

The strength of the **Panzer General** games has always been the roleplaying element, and SSI didn't change *this* good thing. Leaders have the ability to acquire one or two of several dozen special

abilities, like Sixth Sense (they'll never get ambushed) or First Strike (which works the same as in the **Magic TCG**). Also, units now get special abilities when they become veterans. All this variety means that a unit of infantry can attack another unit of infantry without fear of a predetermined outcome.

That said, veterans of the old series might be disappointed. Most of the major campaigns were previously done so well that it's almost impossible



SHARP UNITS. FUZZY LANDSCAPE. **Panzer General 3D** will bring wargamers straight to the front lines.

to improve on them. But **Panzer General 3D** does its best, and adds several new interesting mini-campaigns to keep things fresh for the experienced wargamer.

If you've been avoiding WW II combat games, check this game out and find out what you've been missing.

ASHERON'S CALL Asheron's Call might be the only computer game you'll ever need.

Unless you've been hiding under a rock (or playing **EverQuest**), you already know about **Asheron's Call** (AC), contender for the Ultimate Online Fantasy RPG, published by the Ultimate Computer Company, Microsoft.

I could ramble on about how awesome and cool everything is, but if you like this sort of thing, you've already blown a gazillion hours of your life playing "EverCrack." Let's talk about what might make this game worth the switch. First, it has the great "choose to be a player killer" option. Sure, **EverQuest** has this too, but right away you know this game isn't afraid to use a good idea, even if somebody else invented it (no big surprise coming from Microsoft).

Second, you're only lightly hurt when you die. Instead of losing vital experience points that can take hours to reclaim, death means you lose a precious item or two and suffer a "vitae" penalty, which causes your character to be weaker for a time. You've got about 20 minutes to go back to

Rick Moscatello got this column the old-fashioned way: by kneeling and referring to the editor as "my liege."



Asheron's Call

Publisher
Microsoft

Developer
Turbine
Entertainment

System
Requirements
Pentium 166 or
equivalent; 32 MB
RAM; 4x speed CD-
ROM; 170 MB hard
drive space;
Windows 95/98

Website
www.asheroncall.com

Story	8
Graphics	9
Game play	6
Value	6
Overall	7

your corpse to reclaim your stuff. Because you can buy "insurance" in the form of jewelry to drop when you're killed, you can cut down on that "everything I own is sitting in the heart of the volcano" syndrome common to **EverQuest**.

If you kill a monster (or do the most damage to a monster that dies), you get a solid five seconds to loot the corpse before anyone else can touch it. This is a good deal for those of us who are just a bit slow at the keyboard (and if we weren't slow, we'd be playing **Quake III**, right?).

Magic's much cooler in AC. The exact ingredients to cast each spell are a closely guarded secret; as more people know the spell, it becomes less powerful. Although the concept of "closely guarded secrets" is usually complete rubbish thanks to the Internet, not one website was put up during beta-testing that listed how to cast spells. Wow, secrets that are really secret!

Another improvement concerns a part of these games that always drives me nuts. It's called "twinking," and it involves a new character that has a pile of powerful artifact gewgaws, thanks to some buddies who've been playing a while and feel like unloading their spare doomsday weaponry. I remember the first time I saw a "twinked" character in **Diablo**—a first-level mage with 350 hit points and an armor class bigger than the national debt. **EverQuest**, **Meridian 59**,



IT'S SPARKLY! But can **Asheron's Call** beat **EverQuest** at its own game?

and darn near every other game has this same phenomenon. **Asheron's Call** instead features a cool liege/patron system, in which you can have "followers" (i.e., other players) or you can serve a "lord." The advantage to having followers is they contribute some of their experience to you. Instead of unloading all your spare cool stuff on one female character (hoping against hope that the player might be a real girl), you'll be more inclined to divvy it up among a fistful of new players who are willing to serve you in exchange for some minor twinkling. I don't know if this will solve the problem but it's the best solution I've seen, and I have to admit it's *really* cool when people kneel and call you "my liege."

AC's also more tolerant of single-player action. Sometimes you don't want to, or can't, scrounge up five buddies to help trounce the Big Monster of Arbitrary Death, and a game that lets you do your own thing, whenever you want, just might be better—and you can still chat while killing monsters, if you like!

SEVEN KINGDOMS II

History repeats itself.

The original **Seven**


Kingdoms was a fine strategy game that unfortunately was released around the same time as two blockbusters—**Starcraft** and **Age of Empires**. And once again, Enlight has released a great game that's destined to be overshadowed by more popular (though equally worthy) RTS titles. Still, if you prefer fantasy gaming to pseudo-historical gaming, **Seven**

Kingdoms II (7K2) will be better for you than **Age of Kings** (AoK).

It might not even be fair to compare the two, as 7K2 is a much deeper game than AoK. AoK's tech tree is fairly narrow, focusing on incremental improvements to forces. Research in 7K2 is somewhat broader, allowing you to research in various categories (like offense, defense, or trade) and yielding a wider array of possible results. This "just a bit more complex" idea is typical of the whole game. Almost every aspect, from trade to resource gathering to politics, takes considerably more thought than in a standard RTS game.

One nice addition to the game is the Fryhtans. In the earlier game, you could be one of several nationalities, and there was a neutral race of monsters (the Fryhtans) that was a menace to all. Now they're yet another "nationality," playing by a somewhat different set of rules. Whereas the normal nationalities suffer penalties for murdering civilians (again, note how different that is from AoK, where slaughtering peasants is an excellent strategy), the Fryhtans thrive on such bloodshed—and naturally, they don't get much benefit from trade.

If you can't go online to find opponents, try 7K2's random campaign generator! While it isn't the slickest thing going, you do get to carry units over from one mission to the next, giving campaigns a level of continuity that you don't find elsewhere.

Just try the game. You'll be pleased. 



AGE OF KINGDOMS Look out, 7K2! Here comes a twister!

Seven Kingdoms II

Publisher
Ubi Soft

Developer
Enlight Software

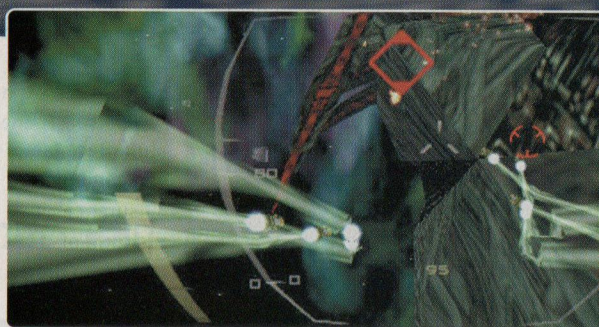
System Requirements
Pentium 120; 32 MB RAM; 2x
speed CD-ROM; SVGA video card
with 1 MB of video RAM; 120 MB
hard drive space; Windows 95/98

Website
www.sevenkingdomsII.com

Story	4
Graphics	7
Game play	10
Value	8
Overall	8



The similarities between Volition's new Interplay game and Chris Roberts's classic *Wing Commander* (published by Origin) are more than superficial. *Wing Commander* set the standard for successful imitators, while *Freespace 2* raises the bar for graphical presentation and game play. So how does the new kid stack up to the granddaddy of space sims?



a game that makes wing commander look like galaga

Freespace 2

by Dave Gross

Freespace 2

Publisher
Interplay

Developer
Volition

Premise
Stick jockeys rejoice! The true heir apparent to the *Wing Commander* games has arrived, and it's a beaut.

System Requirements
P200 or equivalent;
32 MB RAM; 8x
speed CD-ROM; 3D
accelerator card with
8 MB of video RAM;
400 MB hard drive
space; Windows
95/98/NT

Website
www.interplay.com

Story	7
Graphics	10
Game play	10
Value	9
Overall	9

Freespace 2 is responsible for bringing Dave Gross back to online gaming, effectively ending a five-year attempt to get a life. You can find him flying as "Tamogen" at [\[www.pxo.net\]](http://www.pxo.net). Try not to kick his ass too hard.

Future History

Freespace 2 (FS2) picks up 32 years after the Great War, the backdrop of the original *Freespace*. Cut off from Earth since losing the only jump node home at the end of the last game, Terran society has been split by civil war—and one side doesn't see much use for the Terrans' allies, the Vasudans. You're a part of the Galactic Terran-Vasudan Alliance (GTVA), whose mission is to fend off the Neo-Terran Front (NTF) long enough to deal with the reappearance of the Shivans, the villains of the original game.

The rest of the story unfolds through regular mission briefings and a series of dramatic cut scenes, some of which present intriguing teasers from an enemy's perspective. These scenes support the story well enough to keep it interesting, though they don't quite rise to the level of the in-game graphics and game play.

Glorious Combat

The graphics and sound are spectacular and convincing—or at least as convincing as space combat ever gets. If you believe in the scream of passing TIE fighters and the creamy flame blossoms of destroyed spaceships, this game is for you. If you demand "realistic" representations of ship motion in microgravity and plausible beam weapons, well, you probably aren't a gamer anyway.

At first glance, graphics compare favorably to the CGI effects of the better SF television shows and even movies. When the capital ships unleash their awesome beam weapons, you might find yourself flashing back to *Babylon 5*, and if the spooky nebula scenes don't make you suspect that Khan Noonian Singh is out there looking for you, then maybe you'd prefer a bowling sim.

Those nebulae are an important part of both the story and the action. Operating inside one of these gas formations adds spooky suspense to some missions.

Sticks and Stones

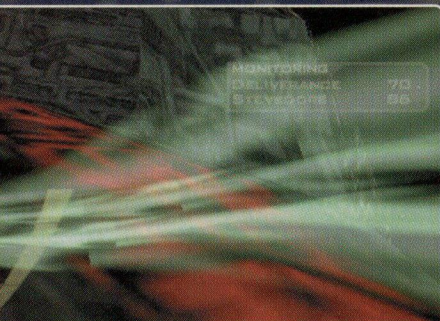
Freespace 2 offers an initially daunting array of controls. Fortunately, the game provides an excellent series of tutorials with which you can "refresh" your pilot's memory before a mission. These training sequences appear just before you need a new command or weapon, and they're almost as much fun as the missions themselves.

No combat game is complete without a vast array of weapons, and FS2 offers dozens of ships, guns, and missiles. Your two basic ship choices are fighters and bombers, but each comes in an increasing variety of flavors as the game progresses.

The awesome capital ships (which you'll be attacking or protecting, not commanding) have even more weapons. The wise pilot will disable these before moving in for the kill. Flak cannons, beam

VEILED THREAT Fighting Shivans is bad enough, but the obscuring gasses of a nebula makes it even worse.





IT'S AWAY! Unloading your missiles on a capitol ship is fun, but if you're wise you'll disable the turrets first.

weapons, laser turrets, and warhead launchers form the gauntlet through which you must run to disable a subsystem or simply to unload your bombs on the enemy vessel, some of which are kilometers long. Making a run on a capital ship isn't quite the same as dropping a torpedo down the Death Star, but it's a fair substitute.

Your Mission, If You Choose to Accept It...

More than 30 single-player missions range from straightforward firefights to tricky stealth reconnaissance. Some are surprisingly short, and none are so long as to make you scream when you fail. If you don't care about a reprimand, the loss of a medal, or your kill ratio, then you can let some of the objectives slide. Better yet, if you find yourself stymied, the game lets you skip missions that you blow five times.

Don't be surprised to find an objective unattainable. The plot demands that you face insurmountable odds or unfortunate circumstances from time to time. Although this device can be frustrating, it's true to the concept that you're one soldier among hundreds of thousands in a vast conflict. Of course, depending on your expectations of a computer game, that might not satisfy your need for epic heroism.

The plot offers some cool moments to compensate for your loyal service, including the opportunity to take a gig as a covert operative. If you accept this mission, you'll eventually encounter some interesting moral dilemmas as you weigh whether to keep your cover or defend your true allies. Act like a hero at the right time, and you can gain the upper hand on your supposed companions, because the computer AI doesn't expect you to be both clever and moral—at least not before the script requires you to be so. It's a minor flaw, and one that can give you an advantage in a tricky situation.

The Grays

About halfway through the single-player missions, your pilot transfers to a Vasudan unit as part of a goodwill exchange. Not only do you have access to new ships and increasingly advanced weapons, but

Wingmen Commander

It's easy to ignore these nameless pilots after the fighting begins, but they're useful whether you're a calculating schemer or a hotshot ace.

For more kills, command your wingmen to ignore your target or send them home.

If you're more concerned about surviving the fight, have your wingmen cover you. They'll fire on vessels firing on you.

When protecting or escorting a vessel, target it and command your wingmen to protect the ship. If you're escorting several vehicles, assign a wingman to each, and be ready to help them chase down incoming bombs.

Don't neglect the disable and disarm commands. Your wingmen can be a big help in taking down capital ships.



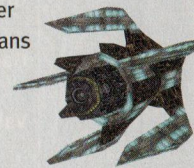
COLLATERAL DAMAGE Dead wingmen are indicated by red dots in the upper right. Red dots, red shirts? Coincidence? I think not!

your flight deck screen also changes. The alteration is purely cosmetic, but it adds a little depth to a somewhat staid military environment. Like most SF

aliens, the Vasudans are representative of a few choice human qualities. In this case, our alien friends are chivalrous, battle-lustful, and somewhat racist. Okay, they're not so alien after all.

Despite a pretty good physical design and decent voice effects, the Vasudans ain't no Protoss. They aren't even as edgy and fun as Klingons, though they share the warriors' love of honor and theatrics. Whereas human wingmen cry helplessly before a fiery death, Vasudan redshirts cry, "Avenge me!" It's a nice stab toward the dramatic, but isn't enough to raise the game's drama from "interesting" to "gripping."

Ultimately, the story is enough to support the missions, but you'll never focus on the plot as much as the fighting. Perhaps that's as it should be, but I missed the antics of a reckless wingman or the occasional advice of a wiser and older mentor. Too bad the rumor mill suggests there are no plans for a **Freespace 3**; a more epic storyline would be the one overall improvement that could raise this game to classic status.




They Talk a Good Fight

The most developed characters in FS2 are the officers who dole out your assignments. Volition didn't scrimp here, enlisting such veteran actors as Robert Loggia and Ronnie Cox. There's a military sameness to their commanding delivery, but they sound good. It's a shame they didn't contribute their faces as well as their voices.

Through those commanding officers and your wingmen, you receive a soldier's view of the unfolding war. This method of exposition emphasizes the military atmosphere and your role as a single soldier, at the sacrifice of a more heroic role for your pilot.

If you think you have it bad, consider your poor wingmen! They don't even have names, and it's just as well, since they're essentially redshirts—a pity, because their early dialogue shows they could have become much more interesting characters. This significant "flaw" in the story isn't so much an error as a failure to develop the excellent game play and story.

Debriefing

Unless Chris Roberts's eagerly awaited **Freelancer** proves the master's still got it, **Freespace 2** is the space fighter to beat. What little it lacks in story and scope it makes up for in amazing game play and drop-dead gorgeous graphics. 



You are the king of deathmatch. Lesser men and/or women leave servers when you show up. You're constantly accused of cheating, but you don't. You're an elite fragging machine fueled by 50% skill, 30% instinct, and 20% The Force. You are unstoppable!

Or so you'd like to believe. Unfortunately, you suck and it's no secret. There's a cure for the suck-ness sickness that afflicts you—**Unreal Tournament**.

don't do deathmatch?

you will.... oh, you will....

Unreal Tournament

by peter whitley

Unreal Tournament

Publisher
GT Interactive

Developer
Epic Games

Premise
All-deathmatch, all the time: the latest installment in the **Unreal** series beat **Quake III** to stores, but will that be enough?

System Requirements
P200 or equivalent; 32 MB RAM; 3D accelerator card recommended, but not required; 120 MB hard drive space; Windows 95/98/NT

Website
www.unrealtournament.com

Story	7
Graphics	10
Game play	10
Value	9
Overall	9

Help Me, UT—You're My Only Hope!

Unreal Tournament (UT) digs to the core of what action shooters are all about: running your fool head off, trying not to get shot, and scoring more frags than everyone else in the map. Every encounter with another being results in, hopefully, a point for you or, more likely, a point for them. It's as simple as that. There's no puzzle to solve, there's no artifact to restore, there's no fairy princess to rescue. It's a basic, no-nonsense deathmatch that's easily a step up from the other games in the genre—the **Quake** series, **Half-Life**, **Duke Nukem**, and the rest. UT also offers loads of new features and kill methods.

How Badly Dost Thou Suck?

In addition to tracking your standing (**Unreal Tournament** Rank—UTR—logged at the conclusion of every online match) among all the UT players out there, the statistics also reflect tons of stuff that, if you were some "thinkin' feller," could offer some insight into how you play the game. Though these statistics may prove to be just too much minutia after a while, this is the first time a game like this has included such a comprehensive tracking feature.

Unreal Tournament has all you'd expect from any A-title first-person shooter, plus one or two more interesting new features. Let it be known that the maps are beautiful! UT ships with enough maps



SNIPING IS FOR WUSSIES. But who cares? I do it anyway, especially in bot matches where they can't deride you. Here's the view from where I've decided to pitch my tent and roast some marshmallows on this Deathmatch map.

(58, by my count) to keep you from getting bored. All the tools for making new maps apparently come on a second CD, though I couldn't get it to run on my machine. Doesn't matter, my maps would probably get me arrested.

No Friends Needed (Lucky You!)

UT's single-player experience perfectly captures the feel of multiplayer through the use of sophisticated computer-controlled opponents, or "bots." Before you scoff, listen: These things are hellatough. They can, on the harder settings, frag you in the amount of time it takes to realize you have something to shoot at. The bots are both your teammates and adversaries, or can even fill out the ranks in multiplayer games when teams are uneven. Unlike most single-player shooters in which the "monsters" are somewhat stationary, UT's bots run all over the damn place, just like you.

Take THAT, sucker! Point-blank rocket targets aren't recommended, but sometimes you gotta do what you gotta do.



Why does Peter Whitley keep saying "hella" all the time? Because he's hella-cool, that's why. Screw you guys, he's goin' home.

Map-tacular



DEATHMATCH (13 maps): No-nonsense, kill-everything-that-moves game. Highest number of frags wins. Lowest number of frags blames ping. Types of DM maps include:



TEAM DEATHMATCH Same as above, except you build team points. It's generally considered polite not to shoot your teammates (even though it usually doesn't hurt them).



LAST MAN STANDING Each player is allotted a certain number of deaths. It is his or her job to stay alive as long as possible. Naturally, it's nice to speed things along by dishing out frags to opponents. Covering, as tempting as that may be, is discouraged.



DOMINATION (9 maps): Several Control Points (CPs) on the map become "claimed" by players for their teams as they run over each one. Members of other team(s) can just as easily claim any of the CPs for *their* team. During the course of any particular match, the color of a CP may switch 20 or 30 times. Each CP awards a few victory points every couple of seconds, so the more CPs a team can maintain, the faster its score rises.



CAPTURE THE FLAG (9 maps): Each team has a flag in its base. The object is to return the opponent's flag to your flag and be awarded a point. If your flag is missing (because the other team has it) you cannot "cap" another team's flag until yours is recovered (or vice versa).

Although CTF (and the other team games) invite tactical planning and team play, in UT it's a free-for-all. Unlike **Tribes** and **Team Fortress**, in which things like armor type and class can affect your speed and capabilities, *everyone* in UT runs at the same speed: fast. This means that every game is paced like a deathmatch, leaving little time for tactical analysis and team coordination. Your team will perform only so long as your teammates know what they should be doing and where they should be doing it—especially on the Internet.



ASSAULT (6 maps): Each team takes turns trying to complete a predetermined objective. The team that successfully does so in a shorter length of time wins. With its multiple objectives, this game requires map familiarity but offers the most interesting strategic possibilities.



I BOUGHT THESE ON eBay. But you can earn your own when you reign supreme on all the maps. After that, you repeat the process on the next higher difficulty setting. Eventually you become worthy.

llama and no better than anyone you might find online. At any rate, what UT solo-play does really well (and what all other shooters don't) is give you a fighting chance at doing okay online against other angry teenagers.

Tools: Uh-huh-huh-huh...

If you are illiterate (you can quit reading now) or often miss important messages sent in the heat of battle, you'll appreciate the voice commands. You have important messages bound to keys, and you can get your teammates' (or opponents') computers to speak the chosen message. This is ultimately faster than typing a message and much easier to receive than reading a tiny line of type somewhere that takes your eyes away from where they should be. The default system is not quick enough to be useful but, with some tweaking, it's practical.

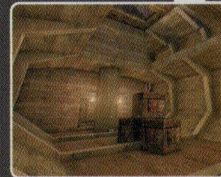
UT has loads of built-in utilities to make finding online games a cinch. The online match-finder is a lot like GameSpy in that it displays all of the servers it can find, complete with details about any server in which you're particularly interested. You may sort the immense list by ping, title, map, game, or any combination thereof.

Top 3 Individual Maps

HIGHSPEED This Assault map drops your team out of a helicopter onto a train going about 200 miles per hour. Make your way to the engine car.



GALLEON An old boat is the setting in this farfetched Deathmatch map.



FACING WORLDS Floating in space are two castles joined by a bridge of rock. This sniper's wet dream is high speed in the castles, and slow and calculating in the open—a perfect CTF combo.



The campaign game is structured as a tournament ladder. You play the match just as you would online...only against the bots. As you win each match, you progress to a more difficult map and harder opponents. Furthermore, when you kick ass in a certain kind of game, new games open up. You start off playing some old-fashioned deathmatches. After a few victories, you move on to a domination ladder, then CTF, then assault, and so on.

Eventually you will be victorious in all four game types and qualify to move on to the final four matches. These get pretty tough, but I'm sure that you'll be able to do it. You'll have had lots of practice by that point. The last bad-ass with whom you go mano a machino, Xan, is really just a big stupid

Most Irritating Feature Award

UT's auto-taunt feature will, through the miracle of modern technology, issue some salty insult whenever you frag someone. What a waste of bandwidth. If taunting is so important to someone, I prefer that he or she take the time to at least bind a hotkey to the function or do me the courtesy of actually typing it out.



Overall, **Unreal Tournament** is a tight game. Graphics, speed, game play, and ambiance are all top notch. If you want a game that will continue to challenge you for as long as you can stand it, buy it and kick ass. When you go out on the Internet and see someone repeatedly blowing himself up, falling into space, and asking where the bathroom is, that'll probably be me.

History's greatest generals
didn't wait their turn to attack.



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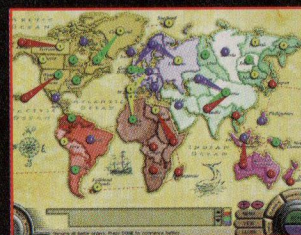
RISK II

For more information
on world domination
head to risk.com



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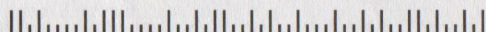
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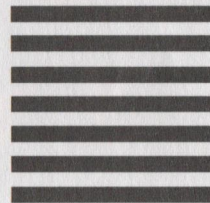
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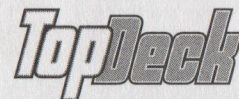
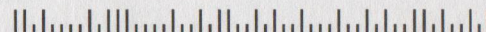
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Less
than
the
cost
of
10
boosters.

DUELIST PRICE INDEX

BE PREPARED

by Alex Shvartsman

HOW TO USE THIS GUIDE

The prices presented here are the result of a nationwide survey of retailers. All prices, high, median, and low, are real. The median is similar to an average price (also called the mean in high-school mathematical terms). The difference is that the median is an actual value that is located in the middle of an ordered list of all values, while the mean is the total of all values, divided by the number of values. The variations between high, median, and low reflect the differences in regional supply and demand. The index shows the change in the median from last month's DPI. Amounts in the index column are black when a card's value increases, and red when it decreases.

The high and low are best used to determine the price range for a given card. When purchasing cards, it's very likely that the price will fall somewhere between the listed high and low, and it is likely to be closer to the median than to high or low.

When trading cards, it's best to compare their median prices. The high and low often fluctuate depending on demographics. For the most stable comparison, the median is the way to go. The tradability rating (TR) can also be used to help determine the demand for a card.

CARD CONDITION

Mint—Fresh out of the pack, cards are almost always in mint condition. Cards that are not straight out of a booster might still be in mint condition but typically are not, unless they've been protected somehow since opening.

Near Mint—Upon first inspection, mint and near mint condition cards should seem identical. Near mint condition cards are different only by the virtue of one or two barely detectable marks. All DPI prices are for mint/near mint condition cards. The distinction is so minor that one or two indiscernible marks do not devalue the card.

Very Fine—Bearing one or two small but noticeable marks, which can include small scratches, whitened corners, and minor scuff marks. Very fine condition cards are worth about 70–90 percent of a mint/near mint version of the same card.

Fine—Cards that have many minor defects—whitened corners, scratches, and scuff marks—but no major marks, such as creases, folds, or extensive scuff marks. Fine condition cards are worth about 60–80 percent of a mint/near mint version of the same card.

Similar to a card in fine condition, but with more pronounced defects, or one or two major marks. Good condition cards are worth about 30–70 percent of a mint/near mint version of the same card.

Poor—Heavily played, creased, or folded cards are considered to be in poor condition. Generally, poor condition cards that are not in limited supply have little or no value. Poor condition cards that are difficult to find in mint/near mint condition are worth about 10–50 percent of a mint/near mint version of the same card.

The Fine Print—The prices listed are based on the experience of the authors and a select group of nationwide consultants. They are presented as a guide for information purposes only. No one is obligated in any way to buy, sell, or trade according to the prices.

Condition, rarity, demand, and the reader's desire to own determine the actual price paid. No offer to buy or sell at the prices listed is intended or made. Buying and selling is conducted at the reader's risk. Neither the authors nor the publisher assume any liability for any losses suffered for use of, or any typographic errors contained in, this guide. All value estimates are presented in U.S. dollars.

Although most collectors are an honest bunch, there are enough people out there that will gladly trade you a Mana Vault for a Rishadan Port. If you think that's a good trade, better read on.

KEEP UP WITH CURRENT EVENTS

A majority of the players out there don't have a clear idea of how much their cards are worth. Stay out of the loop for even a couple of weeks and you won't realize a Rishadan Port has shot up in price to more than \$10, whereas Mana Vault can still be purchased for around \$3–5. Price guides are often useful for trading cards with stabilized values, but they can't help you keep track of the very latest trends because it takes up to six weeks to print the magazine before you see it.

Your best bet to avoid a bad trade is to ask a friend or storeowner any time you're not sure about the deal. If you're at a tournament in an unfamiliar place, ask the organizer—he or she will probably be able to point out some local experts. A collector you're trading with should have no problem with your getting a bit of advice, unless the advice is really needed!

I MADE IT MYSELF


An even worse way to lose your shirt is by trading for counterfeit cards. No one will normally bother to deceive you in a small trade, but any time the card in question is worth \$20 or more, you should look it over carefully. Most counterfeit cards—**Magic** and **Pokémon** alike—won't stand up to a close examination. Check the side of the card—many counterfeit cards are considerably thicker than real ones. A magnifying glass will quickly reveal even the best color photocopy when compared to a real card. Usually counterfeit cards won't be foil, or will be considerably off-color.

Many high-quality counterfeit **Magic** cards are very difficult to pick out. Often, these are Collector's Edition card fronts carefully removed and attached to Beta card backs. Because the front and back are both from real **Magic** cards, simply looking at the card with a magnifying glass won't tell you what you need to know. The only reliable way of verifying if the card is real is the bend test. Hold the top and bottom of the card between your index finger and thumb. Slowly bring those two fingers' tips together until the top and bottom of the card are touching each other. A real **Magic** card is flexible enough that it won't crease and will return to its normal shape with a little flexing. A counterfeit card—especially one made from two halves of a real **Magic** card—will crack and bend.

The bend test is your last line of defense—make sure to practice on plenty of cheap commons before bending someone's Beta Black Lotus. Though it's difficult to make counterfeit foil cards, be warned—the bend test doesn't work on foil cards! A real foil will always crease. Always ask permission before bending someone else's card. Better yet, ask the owner to perform the test. Understandably, quite a few players won't consent to bending a \$200 card, so don't automatically assume a card is a fake.

CALL THE FEDS, THAT'S MAIL FRAUD!

Finally, be very careful when trading or buying cards by mail. Thoroughly check the references of the person or store from which you're purchasing. Just because you're dealing with a store doesn't mean you might not get ripped off—I personally ordered more than \$70 in cards from one store. Months later, despite many angry emails, I have yet to hear anything.

It may not always be possible to avoid getting ripped off—but you can certainly make sure it doesn't happen to you very often. Be careful, and trade wisely. 



Alex Shvartsman (ashv@concentric.net) would gladly trade you a rare for all of your Steel Golems. Don't worry, the card's real.

CENTRAL

- * **Cosmic Comics - Helena**
109 East 6th Avenue
Helena, MT 59601
Phone: (406) 442-8003
Contact: Peggy Bahls
cosmic@centric.net
- * **Dragon's Den**
3801 W. 34th St., Suite 115
Sioux Falls, SD 57106
Phone: (605) 361-4343
Contact: Larry Kohlman
dragons_den@ideadesign.com
- * **Level 12**
114 W 2nd St
Casper, WY 82601
Phone: (307) 266-5303
Contact: Mark Bull
splort@coffey.com
- * **The Splash Page - Missoula**
1900 Brook St
Missoula, MT 59801
Phone: (406) 543-9944
Contact: Scott Phelps
scott@thesplashpage.com

MID-ATLANTIC

- * **All Star Comics & Cards**
1151 Quentin Rd
Lebanon, PA 17042
Phone: (717) 228-1855
Contact: Kevin Furlman
- * **Comiquequest**
1328 Chestnut St
Emmaus, PA 18049
Phone: (610) 966-0199
Contact: Tom Barnes
tj@enter.net
- * **Game Trader**
428 Portage Trail
Cuyahoga Falls, OH 44221
Phone: (330) 922-4263
Contact: Lee McLean
gtrader@raex.com
- * **Legends Collectors Emporium**
1757 George Washington Memorial Hwy
Gloucester Point, VA 23062
Phone: (804) 642-5515
Contact: Robert Bear
webmaster@legendsmtg.com
- * **Richmond Comix**
8517 Midlothian Turnpike
Richmond, VA 23235
Phone: (804) 330-3460
Contact: Frank Miller
richmix@cybrwks.net
- * **Spellbinders**
257 South Water Street
Kent, OH 44240
Phone: (330) 673-2230
Contact: Paul Burdick
zuranguy@aol.com
- * **Total Access Games**
7217 Stonewall Parkway
Mechanicsville, VA 23111
Phone: (804) 559-1124
Contact: John Bowles
total-access@mindspring.com

MIDWEST

- * **Big League Baseball Cards Supply**
527 North Sheridan Street
Crown Point, IN 46307

Phone: (219) 663-7537

Contact: Tim Malott
save@big-league.com

- * **Chimera Hobby Shop-II**
425 West College Ave
Appleton, WI 54911
Phone: (920) 735-1201
Contact: Bob Moses
chimera@iosys.net

- * **Downtown Comics**
111 North Pennsylvania Street
Indianapolis, IN 46204
Phone: (317) 237-0398
Contact: Kevin Dolen
dlc@indy.net

- * **Dragon Fire Comics**
1800 NW 86th Street
Clive, IA 50325
Phone: (515) 270-5371
Contact: Doug & Jeff
dragon-fire@email.msn.com

- * **Galaxy Cards & Comics**
2707 Aurora Avenue
Naperville, IL 60540
Phone: (630) 778-1144
Contact: Dan Pfiefer
galaxycom1@aol.com

- * **Games Galore**
7 University Avenue
Madison, WI 53715
Phone: (608) 288-1800
Contact: Jason Mounsey
jdmounsey@students.wisc.edu

- * **In Your Face Comics**
2350 E Stop 11 Rd
Indianapolis, IN 46227
Phone: (317) 888-9961
Contact: Alex Heminger
angelal@iquest.net

- * **Kahok Cards**
104 S Morrison
Collinsville, IL 62234
Phone: (618) 345-6453
Contact: Michael Castelli
dizdout@aol.com

- * **Outer Limits/White Cap Comics**
1120 Burton SW
Wyoming, MI 49509
Phone: (616) 452-1348
Contact: Dan Collins
rex2man@aol.com

- * **S & S Collectibles**
3506 S 22nd St
St. Joseph, MO 64503
Phone: (816) 233-4413
Contact: Sam Bradford
sandscomputing@sandscomputing.com

- * **Sibley Lumber Centers**
25212 Harper Avenue
St Clair Shores, MI 48081
Phone: (810) 772-2020
Contact: Howard Dawson
phd111@juno.com

- * **The Tenth Planet**
200 West Lincoln Hwy
Schererville, IN 46375
Phone: (219) 322-2902
Contact: Matt Johnson
merlin@comnetcom.net

NORTHEAST

- * **Flights of Fantasy**
217 Central Avenue
Albany, NY 12206

Phone: (518) 433-8803

Contact: Maria Perry
fof@nycaprr.com

- * **Heavenly Collectibles**
883 72nd Street
Brooklyn, NY 11228
Phone: (718) 921-0450
Contact: Reynaldo Torres

- * **Jam's Comic Connection**
435 King Street
Littleton, MA 01460
Phone: (978) 486-1099
Contact: Joan Sekelsky
jamscomics@mail.com

- * **Lenox SportsCards & Gaming**
55 Pittsfield Rd
Lenox, MA 01240
Phone: (413) 637-3243
Contact: Bill Mirkoff
wamcards@berkshirenet.com

- * **Neutral Ground - New York**
122 W 26th Street 4th Floor
New York, NY 10001
Phone: (212) 633-1288
Contact: Brian David-Marshall
info@nground.com

- * **New Hampshire Magic Outpost**
761 Candia Road
Chester, NH 03036
Phone: (603) 483-2276
Contact: Raymond Anderson
maroken@aol.com

- * **Rah Coco's**
1063 Chalkstone Ave
Providence, RI 02908
Phone: (401) 861-3221
Contact: Regan Hurst
rah-cocos@home.com

- * **Saratoga Sci-Fi**
Wilton Mall
Saratoga Springs, NY 12866
Phone: (518) 584-2699
Contact: Doug Chang
doug@scifizone.com

- * **The Brass Dragon**
272 Main St
Torrington, CT 06790
Phone: (860) 489-5262
Contact: Brian Muhlbauer
brassdragon@snet.net

- * **The Game Zone**
903 Central Avenue #8
Dover, NH 03820
Phone: (603) 749-2242
Contact: Mark Hutchinson

- * **The Grid**
687 Main St
Manchester, CT 06040
Phone: (860) 645-9006
Contact: Karl Dignam
the_grid@yahoo.com

- * **Wayne's Cards & Comics**
711 Putnam Pike
Greenville, RI 02828
Phone: (401) 949-0022
Contact: Wayne Martin
wmartin711@aol.com

NORTHWEST

- * **Allegiance Games**
1210 First Street
Snohomish, WA 98290

Phone: (360) 568-1785
Contact: David Gerrard
renewade37@worldnet.att.net

- * **Emerald City Comics**
770 E 13th
Eugene, OR 97401
Phone: (541) 345-2568
Contact: Stuart Bracken

- * **Gambit Games**
1037 Northwest Brooks Street
Bend, OR 97701
Phone: (541) 330-8196
Contact: Brad Irwin

- * **Games Plus**
17612 140th Ave NE
Woodinville, WA 98072
Phone: (425) 485-7295
Contact: Donald Forbis
gamespls@isomedia.com

- * **Somerville Entertainment**
8008 W Scardale
Boise, ID 83704
Phone: (208) 368-5277
Contact: Ken Somerville
someren@micron.net

SOUTHEAST

- * **Blackthorn**
1430 Highway 70E
Dickson, TN 37055
Phone: (615) 446-6057
Contact: Mark Amoroso
blktorn1@aol.com

- * **Bunjee's Books and Comics**
1414 Highway 16 W
Griffin, GA 30223
Phone: (770) 412-6723
Contact: Bill Phillips
smivvins@aol.com

- * **Games Galore - Raleigh**
6570 Glenwood Ave
Raleigh, NC 27612
Phone: (919) 781-4263
Contact: Chris Killmeyer
pmcrae@bellsouth.net

- * **Neutral Ground - Atlanta**
281 South Main Street 103 B
Alpharetta, GA 30004
Phone: (770) 753-0030
Contact: Rudy Edwards
efreet@mindspring.com

- * **Outer Limit Comics**
100 N. Houston Lake Blvd.
Centerville, GA 31028
Phone: (912) 953-7867
Contact: David Davenport
ded127@aol.com

- * **Underground Games**
8316 Pineville-Matthews Road Suite 903
Charlotte, NC 28226
Phone: (704) 543-7400
Contact: Jason Vogt
undergroundgames@perigeo.net

- * **Bibliotech Books and Comics**
123 E Main
Shawnee, OK 74801
Phone: (405) 275-9494
Contact: Randolph Grizzle
BBComics@aol.com

- * **Browser Games**
5608 Pinemont

Houston, TX 77092
Phone: (713) 680-1870
Contact: Deana Fortine
deana@browsersgames.com

- * **Grand Slam Sports & Comics**
3436 Williams Rd
Fort Worth, TX 76116
Phone: (817) 244-7311
Contact: Chuck Royal
magic_grandslam@hotmail.com

- * **Ivory & Steel**
1585 Cimarron Plaza
Stillwater, OK 74075
Phone: (405) 372-3905
Contact: Jason Lewis
ivorystl@ionet.net

- * **Pegasus Loft**
2731 Southwest Parkway Suite #6
Wichita Falls, TX 76308
Phone: (940) 692-7571
Contact: Shelton Fugate
pegloft@wf.quik.com

WEST

- * **All Star Baseball**
912 S Robertson Blvd
Los Angeles, CA 90035
Phone: (310) 652-2904
Contact: Richard Lo Scalzo
allstarcards@earthlink.net

- * **Amazing Comics & Cards**
5555 Sterns Street Suite 103
Long Beach, CA 90815
Phone: (562) 493-4427
Contact: Dan Farias
amazingcomicscards@worldnet.att.net

- * **Arizona Collector's Paradise**
1649 North 74th Street
Scottsdale, AZ 85257
Phone: (602) 970-6744
Contact: George Velez
azpar@aol.com

- * **BCS Books & Comics**
701 Inwood Dr
Bryan, TX 77802
Phone: (409) 846-7412
Contact: Guy Cyber
jrnark@bcyber.com

- * **Court Jesters**
1117 E Main Street #102
Alhambra, CA 91801
Phone: (626) 284-2607
Contact: Frank Burr
frank@courtjesters.com

- * **North Coast Role Playing**
609 E St
Eureka, CA 95501
Phone: (707) 444-2288
Contact: Barry Osner
oss1ncrp@mail.northeast.com

- * **Thunder & Lightning Cards**
1716 Colorado Boulevard
Los Angeles, CA 90041
Phone: (323) 341-5600
Contact: Art Sophomorian
tligaming@aol.com

Meet the Contributors

On this page you'll find the names of the retailers who've contributed their price lists. Without their help, we wouldn't have any prices. Part of their reward can be seen throughout the DPI, in the form of "Shop Talk." Every month Shop Talk features eight contributors, one from each region, voicing their opinions about a variety of topics. If you see a store

in your area that you didn't know about, give them a call. They could be closer than you think.

Our "financial consultants" are some of the most skilled traders in the United States. Dan Bock, Randall Newell, and Alex Shvartsman will be keeping us up to date on which **Magic** cards are being traded and which ones are just collecting dust.

MORE MOXES!

If you're a retailer who has an extensive inventory of out-of-print cards, contact us at (425)-254-2212 or superskrull@wizards.com to become a DPI contributor.

TRADING CARD GAME

Item	High	Med	Low	TR	+/-
BASIC SET UNLIMITED					
Booster Pack	\$3.99	\$3.29	\$3.00	3	
Starter Deck	10.99	9.99	8.99	1	
Blackout PCD	12.00	9.99	9.99	3	
Brushfire PCD	12.00	9.99	9.99	3	
Overgrowth PCD	12.00	9.99	9.99	3	
Zap! PCD	12.99	9.99	9.99	4	
Abra	C	\$0.50	\$0.25	\$0.20	1
Alakazam	H	18.00	15.00	10.00	5
Arcanine	U	2.00	1.00	0.75	2
Beedrill	R	5.00	5.00	4.00	3
Bill	C	0.25	0.25	0.20	2
Blustare	H	22.00	20.00	13.00	4
Bulbasaur	C	0.50	0.25	0.20	1
Caterpie	C	0.25	0.25	0.20	1
Chansey	H	15.00	12.00	10.00	5
Charizard	H	40.00	35.00	30.00	5
Charmander	C	0.25	0.25	0.20	1
Charmeleon	U	1.50	1.00	0.75	1
Clefairy	H	13.00	12.00	10.00	4
Clefairy Doll	R	5.00	5.00	3.00	2
Computer Search	R	5.00	4.00	3.99	2
Defender	U	1.50	0.75	0.50	1
Devolution Spray	R	5.00	4.00	3.00	1
Dewgong	U	1.50	1.00	0.74	1
Diglett	C	0.30	0.25	0.20	1
Doduo	C	0.30	0.25	0.20	1
Double Colorless Energy	U	2.00	1.50	1.00	1
Dragonair	R	6.00	5.00	4.00	3
Dratini	U	1.50	1.00	0.75	1
Drowzee	C	0.25	0.25	0.20	1
Dugtrio	R	5.00	5.00	4.00	3
Electabuzz	R	6.00	5.00	4.50	4
Electrode	R	5.00	5.00	4.00	2
Energy Removal	C	0.25	0.25	0.20	3
Energy Retrieval	U	1.50	1.00	0.50	2
Farfetch'd	U	1.50	1.00	0.74	1
Fighting Energy	C	0.25	0.25	0.20	1
Fire Energy	C	0.29	0.25	0.20	1
Full Heal	U	1.50	1.00	0.50	1
Gastly	C	0.25	0.25	0.20	1
Grass Energy	C	0.50	0.25	0.20	1
Growlithe	U	1.50	1.00	0.60	1
Gust of Wind	C	0.25	0.25	0.20	1
Gyarados	H	12.00	10.00	9.00	3
Haunter	U	1.50	1.00	0.75	1
Hitmonchan	H	12.00	10.00	8.00	4
Imposter Professor Oak R	5.00	4.00	3.00	3	
Item Finder	R	5.00	4.00	3.00	3
Ivysaur	U	2.00	1.00	0.74	1
Jynx	U	1.50	1.00	0.60	1
Kadabra	U	1.50	1.00	0.75	2
Kakuna	U	1.50	1.00	0.74	1
Koffing	C	0.25	0.25	0.20	1
Lass	R	5.00	4.00	3.00	1
Lightning Energy	C	0.29	0.25	0.20	1
Machop	H	10.00	10.00	6.00	2
Machoke	U	1.50	1.00	0.60	1
Machop	C	0.30	0.25	0.20	1
Magikarp	U	1.50	1.00	0.75	1
Magmar	U	1.50	1.00	0.74	1

Item	High	Med	Low	TR	+/-
Magnemite	C	0.25	0.25	0.20	3
Magneton	H	12.00	10.00	8.00	1
Maintenance	U	1.50	1.00	0.50	1
Metapod	C	0.25	0.25	0.20	1
Mewtwo	H	14.00	10.00	8.99	3
Nidoking	H	15.00	12.00	9.00	3
Nidoran ♂	C	0.25	0.25	0.20	1
Nidorino	U	1.50	1.00	0.74	1
Ninetales	H	12.00	10.00	7.00	3
Onix	C	0.25	0.25	0.20	1
Pidgeotto	R	5.00	5.00	4.00	2
Pidgey	C	0.30	0.25	0.20	1
Pikachu	C	0.75	0.25	0.20	2
PlusPower	U	1.50	1.00	0.60	1
Pokédex	U	1.50	1.00	0.50	2
Pokémon Breeder	R	5.00	4.00	3.99	3
Pokémon Center	U	1.50	1.00	0.50	1
Pokémon Flute	U	1.50	1.00	0.50	1
Pokémon Trader	R	5.00	4.00	3.00	4
Poliwag	C	0.25	0.25	0.20	1
Poliwhirl	U	1.50	1.00	0.74	1
Poliwhirl	H	14.00	12.00	9.00	3
Ponyta	C	0.25	0.25	0.20	1
Porygon	U	1.50	1.00	0.60	1
Potion	C	0.25	0.25	0.20	1
Professor Oak	U	2.00	1.00	0.75	4
Psychic Energy	C	0.25	0.25	0.20	1
Raichu	H	16.00	10.00	2.00	4
Raticate	U	0.50	0.25	0.25	1
Rattata	C	1.00	0.60	0.50	1
Revive	U	15.00	11.00	5.00	1
Sandslash	C	0.25	0.25	0.20	1
Scoop Up	R	5.00	4.00	3.00	3
Seel	U	1.50	1.00	0.75	1
Squirtle	C	0.50	0.25	0.20	1
Starmie	C	0.30	0.25	0.20	1
Staryu	C	0.25	0.25	0.20	1
Super Energy Removal	R	5.00	4.00	3.00	5
Super Potion	U	1.50	1.00	0.50	2
Switch	C	0.25	0.25	0.20	1
Tangela	C	0.25	0.25	0.20	1
Venusaur	H	18.00	15.00	10.00	4
Voltorb	C	0.25	0.25	0.20	1
Vulpix	C	0.25	0.25	0.20	1
Wartortle	U	2.00	1.00	0.75	1
Water Energy	C	0.29	0.25	0.20	2
Weedle	C	0.25	0.25	0.20	1
Zapdos	H	15.00	13.00	10.00	4

JUNGLE UNLIMITED					
Complete Set	\$185	\$150	\$100	5	
Booster Display	125	107	100	5	7.94
Booster Pack	4.99	3.39	2.99	4	0.10
Power Reserve PCD	12.99	10.00	9.99	3	0.01
Water Blast PCD	12.00	10.00	9.99	3	0.01
Bellsprout	C	\$0.50	\$0.25	\$0.25	1
Butterfree	U	2.00	1.00	0.75	1
Clefable	H	13.00	10.00	8.00	5
Clefable	R	6.00	5.00	4.00	3
Cubone	C	0.50	0.25	0.25	1
Dodrio	U	1.50	1.00	0.75	1

Item	High	Med	Low	TR	+/-
Eevee	C	0.50	0.25	0.25	1
Electrode	H	12.00	10.00	9.00	4
Electrode	R	5.00	5.00	4.00	3
Exeggute	C	0.50	0.25	0.25	1
Exeggutor	U	1.50	1.00	0.75	1
Fearow	U	1.50	1.00	0.75	1
Flareon	H	15.00	12.00	10.00	5
Flareon	R	6.00	5.00	4.00	4
Gloom	U	1.50	1.00	0.75	1
Golden	C	0.50	0.25	0.25	1
Jigglypuff	C	0.50	0.25	0.25	1
Jolteon	H	15.00	12.00	10.00	5
Jolteon	R	7.00	5.00	4.00	4
Kangaskhan	H	12.00	10.00	8.00	5
Kangaskhan	R	6.00	5.00	4.00	3
Lickitung	U	1.50	1.00	0.75	1
Mankey	C	0.50	0.25	0.25	1
Marowak	U	1.50	1.00	0.75	1
Meowth	C	0.50	0.25	0.25	1
Mr. Mime	H	14.00	10.00	10.00	4
Mr. Mime	R	6.00	5.00	4.00	3
Nidoqueen	H	13.00	10.00	8.00	4
Nidoqueen	R	6.00	5.00	4.00	3
Nidoran ♀	C	0.50	0.25	0.25	1
Nidorina	U	1.50	1.00	0.75	1
Oddish	C	0.50	0.25	0.25	1
Paras	C	0.50	0.25	0.25	1
Parasect	U	1.50	1.00	0.75	1
Persian	U	1.50	1.00	0.75	1
Pidgeot	H	14.00	10.00	8.00	4
Pidgeot	R	5.00	5.00	5.00	4
Pikachu	C	0.50	0.25	0.25	1
Pinsir	H	12.00	10.00	8.00	4
Pinsir	R	6.00	5.00	4.00	3
Poké Ball	C	0.50	0.25	0.25	1
Primeape	U	1.50	1.00	0.75	1
Rapidash	U	1.50	1.00	0.75	1
Rhydon	U	1.50	1.00	0.75	1
Rhyhorn	C	0.50	0.25	0.25	1
Scyther	H	15.00	12.00	10.00	4
Scyther	R	7.00	5.00	4.00	3
Seaking	U	1.50	1.00	0.75	1
Snorlax	H	14.00	10.00	10.00	4
Snorlax	R	6.00	5.00	4.00	4
Spearow	C	0.50	0.25	0.25	1
Tauros	U	1.50	1.00	0.75	1
Vaporeon	H	12.00	10.00	8.99	5
Vaporeon	R	5.00	5.00	4.00	4
Venomoth	H	12.00	10.00	8.00	5
Venonoth	R	5.00	5.00	4.00	4
Venonat	C	0.50	0.25	0.25	1
Victreebel	H	12.00	10.00	8.00	4
Victreebel	R	5.00	5.00	4.00	3
Vileplume	H	12.00	10.00	8.00	4
Vileplume	R	5.00	5.00	4.00	3
Weepinbell	U	1.50	1.00	0.75	1
Wigglytuff	H	14.00	12.00	10.00	5
Wigglytuff	R	6.00	5.00	4.00	4

FOSSIL UNLIMITED					
Complete Set	-	\$200	\$200	\$200	1
Booster Display	-	180	118	118	1

Item		High	Med	Low	TR	+/-
Booster Pack	-	5.99	3.99	3.29	1	
Aerodactyl	R	\$7.00	\$6.00	\$4.00	4	0.50
Aerodactyl	H	16.00	13.00	12.00	5	
Arbok	U	1.50	1.00	0.75	1	
Articulo	R	7.00	6.00	4.00	4	
Articulo	H	15.00	12.00	10.00	4	1.00
Cloyster	U	1.50	1.00	0.75	1	
Ditto	R	7.00	6.00	4.00	4	
Ditto	H	14.00	12.00	10.00	4	1.00
Dragonite	R	7.00	6.25	4.00	4	0.75
Dragonite	H	18.00	15.00	10.00	5	
Ekans	C	0.50	0.25	0.25	1	
Energy Search	C	0.50	0.25	0.25	1	
Gambler	C	0.50	0.25	0.25	1	
Gastly	U	1.50	1.00	0.74	1	
Gengar	R	6.50	5.95	4.00	4	0.05
Gengar	H	15.00	12.00	10.00	4	
Geodude	C	0.50	0.25	0.25	1	
Golbat	U	1.50	1.00	0.74	1	
Golduck	U	1.50	1.00	0.75	1	
Golem	U	1.50	1.00	0.75	1	
Graveler	U	1.50	1.00	0.75	1	
Grimr	C	0.50	0.25	0.25	1	
Haunter	R	6.00	5.00	4.00	3	0.95
Haunter	H	14.00	10.00	9.00	5	2.00
Hitmonlee	R	6.00	6.00	4.00	3	
Hitmonlee	H	13.00	12.00	9.00	4	
Horsea	C	0.50	0.25	0.25	1	
Hypno	R	6.00	5.00	4.00	4	0.95
Hypno	H	13.00	10.00	8.00	4	2.00
Kabuto	C	0.50	0.25	0.25	1	
Kabutops	R	6.00	5.00	4.00	4	0.95
Kabutops	H	12.95	12.00	8.00	4	
Kingler	U	1.50	1.00	0.75	1	
Krabby	C	0.50	0.25	0.25	1	
Lapras	R	6.00	5.00	4.00	3	
Lapras	H	12.00	10.00	8.00	4	2.00
Magmar	U	1.50	1.00	0.75	1	
Magneton	R	6.00	5.00	4.00	3	
Magneton	H	12.00	10.00	8.00	4	2.00
Moltres	R	9.00	6.50	5.00	4	0.50
Moltres	H	13.00	10.00	7.00	4	2.00
Mr. Fuji	U	2.00	1.00	1.00	1	
Muk	R	6.00	4.00	2.00	3	1.00
Muk	H	12.00	8.00	7.00	4	4.00
Mysterious Fossil	C	0.50	0.25	0.25	1	
Onyxite	C	0.50	0.25	0.25	1	
Onmarst	U	1.50	1.00	0.60	1	
Psyduck	C	4.00	0.50	0.25	1	0.20
Raichu	R	7.00	5.00	2.50	3	1.00
Raichu	H	15.00	10.00	7.00	4	3.00
Recycle	C	0.50	0.25	0.25	1	
Sandslash	U	1.50	1.00	0.74	1	
Seadra	U	1.50	1.00	0.60	1	
Sheldier	C	0.50	0.25	0.25	1	
Slowbro	U	1.50	1.00	0.74	1	
Slowpoke	C	0.50	0.25	0.25	1	
Tentacool	C	0.50	0.25	0.25	1	
Tentacruel	U	1.50	1.00	0.74	1	
Weezing	U	2.00	1.00	1.00	1	
Zapdos	R	6.00	5.00	2.00	3	1.00
Zapdos	H	14.00	10.00	7.00	4	2.00
Zubat	C	0.50	0.25	0.25	1	

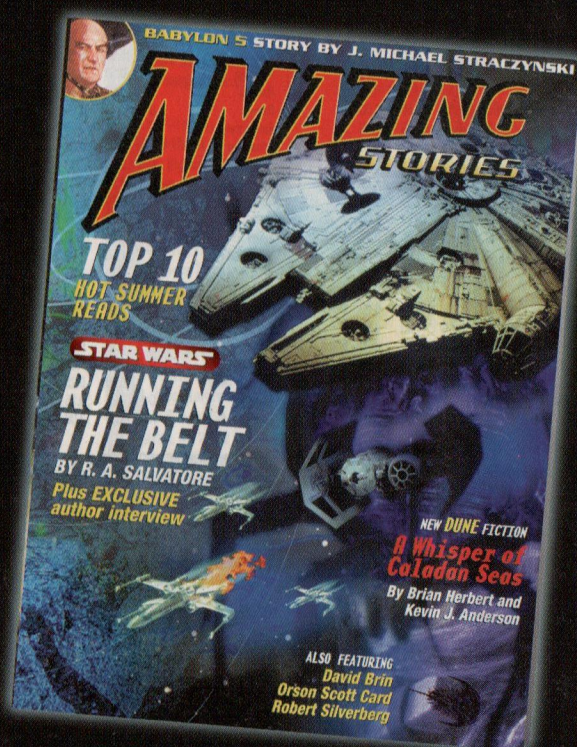
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Item	High	Med	Low	TR	+/=
Personal Incarnation	R	10.00	8.00	5.00	3
Pirate Ship	R	8.00	7.00	3.00	3
Plateau	R	30.00	15.00	10.00	2
Power Surge	R	8.00	7.00	3.00	1
Prodigal Sorcerer	C	2.00	1.00	1.00	4
Psionic Blast	U	25.00	18.00	5.00	3
Purcelace	R	8.00	4.00	2.00	1
Raging River	R	40.00	20.00	15.00	2
Regrowth	U	6.00	5.00	2.00	1
Reverse Damage	R	12.00	8.00	4.00	3
Righteousness	R	10.00	7.00	5.00	3
Roc of Kher Ridges	R	10.00	8.00	4.00	3
Rock Hydra	R	15.00	8.00	6.00	1
Royal Assassin	R	20.00	20.00	10.00	4
Savannah	R	30.00	25.00	15.00	2
Savannah Lions	R	18.00	10.00	3.00	2
Scrubland	R	30.00	15.00	10.00	2
Sedge Troll	R	10.00	10.00	4.00	2
Sengir Vampire	U	8.00	6.00	4.00	2
Serra Angel	U	15.00	5.00	5.00	1
Shivan Dragon	R	30.00	20.00	15.00	3
Sinkhole	C	12.00	10.00	8.00	2
Sleight of Mind	R	10.00	8.00	3.00	1
Smoke	R	8.00	7.00	2.00	2
Sol Ring	U	12.00	6.00	5.00	2
Stasis	R	12.00	8.00	4.00	4
Sunglasses of Urza	R	8.00	5.00	3.00	2
Swords to Plowshares	U	8.00	8.00	5.00	2
Taiga	R	30.00	25.00	12.00	3
Thicket Basilisk	U	5.00	3.00	2.00	5
Thoughtlace	R	8.00	5.00	2.00	1
Throne of Bone	U	5.00	3.00	2.00	4
Timber Wolves	R	8.00	4.00	3.00	2
Time Vault	R	55.00	35.00	10.00	4
Time Walk	R	175	125	90.00	2
Timewalker	R	120	80.00	10.00	1
Tranquility	C	100	1.00	1.00	2
Tropical Island	R	25.00	15.00	10.00	3
Tsunami	U	5.00	3.00	2.00	4
Tundra	R	25.00	15.00	10.00	1
Tunnel	U	5.00	3.00	2.00	1
Twiddle	C	2.00	1.00	1.00	2
2-Headed Giant of Foriys	R	40.00	25.00	20.00	2
Underground Sea	R	30.00	25.00	12.00	3
Verduran Enchantress	R	8.00	4.00	3.00	3
Vesuvan Doppelganger	R	30.00	13.00	10.00	2
Veteran Bodyguard	R	12.00	10.00	7.00	2
Volcanic Eruption	R	10.00	7.00	3.00	2
Volcanic Island	R	25.00	15.00	10.00	2
Warp Artifact	R	8.00	5.00	2.00	1
Web	R	8.00	5.00	2.00	3
Wheel of Fortune	R	18.00	12.00	7.00	3
White Knight	U	8.00	6.00	2.00	2
Will-O'-The-Wisp	R	12.00	10.00	6.00	3
Winter Orb	R	15.00	10.00	4.00	3
Word of Command	R	40.00	30.00	20.00	3
Wrath of God	R	25.00	10.00	8.00	4
Zombie Master	R	10.00	10.00	5.00	2

BETH

Typical Common		\$1.00	\$1.00	\$0.75	2	
Typical Uncommon		3.00	2.50	2.00	2	
Air Elemental	U	\$5.00	\$4.00	\$2.00	4	
Ancestral Recall	R	185	175	120	2	10.00
Animate Artifact	U	5.00	2.00	1.50	2	
Animate Dead	U	5.00	2.00	2.00	3	
Animate Wall	R	8.00	7.00	2.00	2	
Ankh of Mishra	R	8.00	7.00	2.00	2	
Armageddon	R	40.00	25.00	6.00	2	
Aspect of Wolf	R	9.00	7.00	3.00	2	
Bad Moon	R	15.00	10.00	5.00	2	
Badlands	R	40.00	40.00	12.00	4	
Balance	R	15.00	12.00	6.00	4	
Basalt Monolith	U	5.00	3.00	2.00	2	
Bayou	R	40.00	40.00	12.00	2	
Berserk	U	45.00	35.00	20.00	3	5.00
Birds of Paradise	R	35.00	25.00	8.00	3	5.00
Black Knight	U	6.00	5.00	2.00	2	1.00
Black Lotus	R	400	300	275	2	
Black Vise	U	5.00	5.00	2.00	2	
Black Ward	U	5.00	2.00	1.00	3	
Blaze of Glory	R	35.00	25.00	18.00	2	
Blessing	R	10.00	8.00	3.00	2	
Blue Ward	U	5.00	2.00	1.00	2	
Bog Wraith	U	5.00	2.00	1.00	2	
Brainreaper	R	20.00	15.00	6.00	4	
Burrowing	U	5.00	2.00	1.00	3	
Camouflage	U	8.00	5.00	5.00	2	
Castle	U	5.00	3.00	1.00	4	
Celestial Prism	U	5.00	2.00	1.00	2	
Channel	U	5.00	3.00	2.00	3	
Chaos Orb	R	90.00	70.00	50.00	3	5.00
Chaoslace	R	8.00	7.00	2.00	4	
Clockwork Beast	R	8.00	3.00	2.00	2	
Clone	U	5.00	5.00	3.00	2	
Cockatrice	R	10.00	5.00	3.00	2	
Consecrate Land	U	8.00	5.00	2.00	3	
Conservator	U	5.00	2.00	1.00	2	

Item	High	Med	Low	TR	+/=
Contract from Below	R	10.00	5.00	2.00	3
Control Magic	U	5.00	5.00	4.00	3
Conversion	U	5.00	3.00	2.00	2
CoP: Black	C	1.50	1.00	0.75	2
CoP: Red	C	1.50	1.00	0.75	3
Copper Tablet	U	5.00	5.00	3.00	2
Copy Artifact	R	15.00	10.00	5.00	2
Counterspell	U	10.00	10.00	5.00	2
Crusade	R	20.00	14.00	6.00	2
Crystal Rod	U	5.00	2.00	2.00	3
Cursed Land	U	5.00	2.00	2.00	2
Cyclopean Tomb	R	60.00	45.00	30.00	3
Dark Ritual	C	6.00	3.00	1.00	2
Darkpact	R	8.00	8.00	3.00	2
Deathgrip	U	5.00	2.00	2.00	2
Deathlace	R	8.00	5.00	2.00	4
Demonic Attorney	R	10.00	7.00	2.00	2
Demonic Hordes	R	18.00	10.00	9.00	2
Demonic Tutor	U	15.00	12.00	3.00	3
Dingus Egg	R	10.00	7.00	2.00	3
Disenchant	C	4.00	3.00	1.00	5
Disintegrate	C	3.00	2.00	1.00	3
Disrupting Scepter	R	12.00	6.00	2.00	2
Drain Life	C	4.00	2.00	1.00	2
Drain Power	R	10.00	7.00	2.00	2
Dwarven Demo. Team	U	6.00	5.00	3.00	2
Earth Elemental	U	5.00	2.00	2.00	2
Earthquake	R	15.00	10.00	2.00	3
Elvish Archers	R	12.00	8.00	5.00	2
Evil Presence	U	5.00	2.00	2.00	3
False Orders	C	4.00	2.00	1.00	2
Farmstead	R	8.00	8.00	3.00	4
Fastbond	R	10.00	8.00	2.00	4
Feedback	U	5.00	2.00	2.00	2
Fire Elemental	U	5.00	2.00	2.00	2
Fireball	C	4.00	3.00	1.00	2
Flashfires	U	5.00	2.00	2.00	3
Force of Nature	R	20.00	10.00	8.00	3
Forcefield	R	125	100	60.00	2
Fork	R	25.00	13.00	12.00	2
Fungusaur	R	10.00	10.00	5.00	2
Gaea's Liege	R	12.00	10.00	7.00	3
Gauntlet of Might	R	120	110	60.00	2
Giant Growth	C	2.00	2.00	1.00	3
Glasses of Urza	U	5.00	2.00	2.00	2
Goblin Balloon Brigade	U	5.00	2.00	2.00	3
Goblin King	R	14.00	10.00	5.00	3
Granite Gargoyle	R	10.00	8.00	3.00	2
Green Ward	U	5.00	2.00	2.00	2
Helm of Chatzuk	R	10.00	7.00	2.00	3
Hive, The	R	10.00	5.00	2.00	3
Howl from Beyond	C	2.00	1.00	1.00	2
Howling Mine	R	20.00	18.00	6.00	3
Hurricane	U	5.00	3.00	2.00	4
Hypnotic Specter	U	15.00	8.00	5.00	3
Ice Storm	U	28.00	20.00	12.00	3
Icy Manipulator	U	45.00	40.00	20.00	4
Illusionary Mask	R	25.00	15.00	10.00	3
Instill Energy	U	5.00	2.00	1.00	3
Invisibility	C	2.00	2.00	1.00	2
Iron Star	U	5.00	3.00	2.00	2
Ironclaw Orcs	C	2.00	1.00	1.00	3
Island Sanctuary	R	8.00	3.00	2.00	2
Ivory Cup	U	5.00	3.00	2.00	2
Jade Monolith	R	8.00	3.00	2.00	5
Jade Statue	U	8.00	8.00	5.00	5
Jayemdae Tome	R	15.00	10.00	5.00	5
Juggernaut	U	8.00	5.00	5.00	5
Karma	U	5.00	3.00	2.00	5
Keldon Warlord	U	5.00	3.00	2.00	3
Kormus Bell	R	8.00	6.00	2.00	3
Kudzu	R	8.00	3.00	2.00	2
Lance	U	5.00	2.00	2.00	4
Ley Druid	U	5.00	2.00	2.00	4
Library of Leng	U	5.00	3.00	2.00	3
Lich	R	50.00	35.00	25.00	2
Lifeforce	U	5.00	3.00	2.00	2
Lifelace	R	8.00	2.00	2.00	2
Lifetap	U	5.00	3.00	2.00	2
Lightning Bolt	C	9.00	6.00	1.00	2
Living Artifact	R	8.00	5.00	2.00	3
Living Lands	R	8.00	2.00	2.00	2
Living Wall	U	5.00	3.00	2.00	2
Llanowar Elves	C	4.00	3.00	1.00	2
Lord of Atlantis	R	15.00	12.00	7.00	2
Lord of the Pit	R	10.00	8.00	4.00	3
Lure	U	5.00	3.00	2.00	2
Magical Hack	R	10.00	8.00	2.00	4
Mahamoti Djinn	R	20.00	15.00	8.00	4
Mana Flare	R	10.00	10.00	4.00	2
Mana Short	R	12.00	10.00	2.00	2
Mana Vault	R	14.00	10.00	3.00	3
Manabarb	R	8.00	7.00	3.00	2
Meekstone	R	10.00	8.00	2.00	4
Mind Twist	R	8.00	7.00	3.00	2
Mox Emerald	R	200	200	140	3
Mox Jet	R	200	187	140	3
Mox Pearl	R	200	187	140	2
Mox Ruby	R	200	187	140	2
Mox Sapphire	R	200	200	130	2

Item	High	Med	Low	TR	+/=
Natural Selection	R	25.00	18.00	10.00	2
Nether Shadow	R	10.00	3.00	2.00	4
Nettling Imp	U	5.00	3.00	2.00	2
Nevinyrral's Disk	R	35.00	25.00	10.00	3
Nightmare	R	20.00	10.00	8.00	3
Northern Paladin	R	10.00	7.00	2.00	3
Obsidian Golem	U	5.00	2.00	2.00	3
Orcish Artillery	U	5.00	2.00	2.00	2
Orcish Oriflame	U	5.00	2.00	1.00	4
Personal Incarnation	R	10.00	5.00	3.00	2
Phantasmal Forces	U	5.00	2.00	1.00	2
Phantom Monster	U	5.00	3.00	2.00	4
Pirate Ship	R	8.00	3.00	2.00	4
Plateau	R	45.00	40.00	12.00	2
Power Sink	C	2.00	1.00	1.00	2
Power Surge	R	8.00	7.00	2.00	2
Prodigal Sorcerer	C	2.00	1.00	1.00	2
Psionic Blast	U	35.00	20.00	8.00	4
Purcelace	R	10.00	7.00	2.00	2
Raging River	R	40.00	20.00	18.00	2
Red Elemental Blast	C	2.00	1.00	1.00	2
Red Ward	U	5.00	2.00	1.00	3
Regrowth	U	10.00	6.00	5.00	4
Resurrection	U	5.00	3.00	2.00	4

Item		High	Med	Low	TR	+/-
Sengir Vampire	U	10.00	10.00	5.00	2	
Serra Angel	U	15.00	12.00	5.00	2	3.00
Shivan Dragon	R	50.00	30.00	12.00	2	20.00
Simulacrum	U	5.00	3.00	2.00	2	
Sinkhole	C	12.00	8.00	1.00	3	4.00
Siren's Call	U	5.00	3.00	2.00	2	
Sleight of Mind	R	8.00	8.00	2.00	4	
Smoke	R	8.00	5.00	2.00	4	
Sol Ring	U	20.00	8.00	2.00	2	12.00
Soul Net	U	5.00	2.00	1.00	2	
Stasis	R	10.00	3.00	2.00	3	
Steel Artifact	U	5.00	2.00	2.00	2	
Stone Giant	U	5.00	2.00	1.00	3	
Sunglasses of Urza	R	8.00	3.00	2.00	4	
Swords to Plowshares	U	15.00	10.00	5.00	5	
Taiga	R	45.00	40.00	12.00	5	
Thoughtplace	R	8.00	4.00	2.00	4	
Throne of Bone	U	5.00	2.00	2.00	2	
Timber Wolves	R	10.00	7.00	3.00	4	
Time Vault	R	75.00	40.00	35.00	2	
Time Walk	R	225	200	140	2	
Timetwister	R	190	150	120	3	
Tropical Island	R	40.00	40.00	12.00	4	
Tsunami	U	5.00	3.00	2.00	2	

Item		High	Med	Low	TR	+/-	Item		High	Med	Low	TR	+/-	Item		High	Med	Low	TR	+/-	Item		High	Med	Low	TR	+/-
Wall of Brambles	U	5.00	2.00	2.00	3		Dwarven Demo. Team	U	8.00	5.00	4.00	2		Shivan Dragon	R	20.00	15.00	12.00	2	3.00	Jade Monolith	R	3.00	3.00	2.00	1	
Wall of Fire	U	5.00	2.00	2.00	2		Earthbind	C	0.75	0.50	0.25	2		Sinkhole	C	10.00	10.00	8.00	2		Jandor's Ring	R	3.00	3.00	2.00	1	
Wall of Ice	U	5.00	2.00	2.00	2		Earthquake	R	6.00	5.00	4.00	2		Sleight of Mind	R	6.00	5.00	2.00	2		Jandor's Saddlebags	R	3.00	3.00	2.00	1	
Wall of Stone	U	5.00	2.00	2.00	2		Elish Archers	R	6.00	5.00	4.00	2		Smoke	R	4.00	4.00	3.00	4		Jayemdae Tome	R	4.00	3.00	3.00	2	
Wall of Swords	U	5.00	2.00	2.00	2		False Orders	C	3.00	2.00	0.50	1		Sol Ring	U	7.00	5.00	2.00	2		Juggernaut	U	3.25	2.00	1.00	4	
Wall of Water	U	5.00	2.00	2.00	3		Farmstead	R	6.00	5.00	4.00	1		Stasis	R	5.00	5.00	3.00	2		Kird Ape	C	0.35	0.25	0.10	2	
Wanderlust	U	5.00	2.00	2.00	2		Fastbond	R	6.00	6.00	4.00	2		Sunglasses of Urza	R	5.00	4.00	2.00	3		Kormus Bell	R	3.00	3.00	2.49	1	
Warp Artifact	R	8.00	4.00	2.00	2		Fireball	C	1.00	0.50	0.25	1		Swords to Plowshares	U	3.00	2.00	1.00	5		Kudzu	R	4.00	3.00	2.50	2	
Water Elemental	U	5.00	2.00	2.00	3		Force of Nature	R	10.00	8.00	5.00	3		Taiga	R	18.00	15.00	12.00	5		Lifeface	R	3.00	3.00	2.00	1	
Web	R	8.00	5.00	2.00	4		Forcefield	R	95.00	80.00	70.00	1		Thoughtlace	R	4.00	3.00	2.00	4		Living Artifact	R	3.00	3.00	2.00	1	
Wheel of Fortune	R	18.00	15.00	10.00	4		Fork	R	20.00	18.00	15.00	2		Timber Wolves	R	5.00	4.00	3.00	4		Living Lands	R	3.00	3.00	2.00	2	
White Knight	U	8.00	5.00	2.00	2		Fungusaur	R	6.00	5.00	4.00	1		Time Vault	R	60.00	50.00	30.00	1	5.00	Lord of Atlantis	R	5.00	4.00	3.50	1	
White Ward	U	4.00	3.00	2.00	2		Gaea's Liege	R	7.00	6.00	4.00	1		Time Walk	R	175	175	120	2		Lord of the Pit	R	6.00	5.00	4.00	1	
Will-O'-The-Wisp	R	15.00	12.00	6.00	3		Gauntlet of Might	R	95.00	85.00	70.00	2	5.00	Timetwister	R	135	120	100	3		Magical Hack	R	4.00	3.00	3.00	1	
Winter Orb	R	15.00	12.00	10.00	4		Goblin King	R	8.00	7.00	5.00	2		Tropical Island	R	18.00	15.00	12.00	4		Magnetic Mountain	R	3.00	3.00	2.00	1	
Wooden Sphere	U	5.00	2.00	2.00	2		Granite Gargoyle	R	8.00	7.00	5.00	2		Tundra	R	18.00	15.00	12.00	2		Mahamoti Djinn	R	7.00	5.95	5.00	1	
Word of Command	R	50.00	40.00	25.00	3		Helm of Chatzuk	R	5.00	4.00	3.00	2		Twiddle	C	0.89	0.50	0.25	2		Mana Flare	R	5.00	4.00	3.00	1	
Wrath of God	R	40.00	25.00	6.00	4	5.00	Hive, The	R	5.00	5.00	3.00	3		2-Headed Giant of Foriys R	45.00	35.00	25.00	3		Mana Short	R	4.00	3.00	3.00	1	0.50	
Zombie Master	R	10.00	6.00	4.00	3		Howling Mine	R	8.00	7.00	5.00	2	0.50	Underground Sea	R	18.00	15.00	12.00	2		Mana Vault	R	4.00	3.99	3.00	1	
UNLIMITED							Hypnotic Specter	U	4.00	3.00	2.00	2		Verduran Enchantress	R	5.00	4.00	4.00	4		Manabombs	R	3.00	3.00	2.00	1	
Complete Set		\$2,700	\$2,500	\$2,500	5		Ice Storm	U	20.00	15.00	10.00	2	2.00	Vesuvan Doppelganger	R	23.00	20.00	15.00	1		Meekstone	R	4.00	4.00	3.00	1	
Booster Display		2,500	2,250	2,000	5		Icy Manipulator	U	30.00	25.00	20.00	2		Veteran Bodyguard	R	8.00	7.00	5.00	1		Mijae Djinn	R	4.00	3.50	3.00	1	
Booster Pack		115	100	85.00	4		Illusionary Mask	R	35.00	25.00	20.00	2		Volcanic Eruption	R	5.00	4.00	4.00	1		Millstone	R	6.00	4.50	4.00	1	
Starter Display		2,000	2,000	1,500	5		Invisibility	C	3.33	2.00	0.50	2		Volcanic Island	R	18.00	15.00	12.00	1		Mind Twist	R	4.00	3.00	3.00	1	
Starter Deck		225	200	150	4		Iron Star	U	3.00	1.00	1.00	2		Warp Artifact	R	4.00	4.00	3.00	2		Mishra's War Machine	R	3.00	3.00	1.50	1	
Typical Common		0.50	0.25	0.25	1		Island Sanctuary	R	5.00	4.00	3.00	2		Web	R	4.00	4.00	4.00	3		Nether Shadow	R	4.00	3.00	3.00	2	
Typical Uncommon		2.00	1.00	1.00	1		Jade Monolith	R	5.00	4.00	3.00	5		Wheel of Fortune	R	15.00	10.00	8.00	2		Nevinyrral's Disk	R	7.00	6.00	5.00	1	
Air Elemental	U	\$3.00	\$1.50	\$1.00	2		Jade Statue	U	12.00	10.00	5.00	5		White Knight	U	3.00	2.00	1.00	1		Nightmare	R	8.00	6.00	5.00	2	
Ancestral Recall	R	150	140	100	3		Jayemdae Tome	R	10.00	5.00	4.00	5		Will-O'-The-Wisp	R	7.00	6.00	5.00	2		Northern Paladin	R	5.00	4.00	3.00	1	
Animate Artifact	U	3.00	1.00	1.00	2		Juggernaut	U	5.00	5.00	4.00	5		Winter Orb	R	8.00	5.00	5.00	3		Onulet	R	3.00	3.00	2.00	1	
Animate Dead	U	3.00	1.00	1.00	1		Kormus Bell	R	5.00	4.00	3.00	1	1.00	Word of Command	R	50.00	40.00	22.00	2		Personal Incarnation	R	4.00	3.00	3.00	2	
Animate Wall	R	5.00	4.00	3.00	2		Kudzu	R	5.00	4.00	3.00	4		Wrath of God	R	12.00	8.00	7.00	4	1.00	Pirate Ship	R	4.00	3.00	2.00	3	
							Lich	R	45.00	40.00	30.00	1		Zombie Master	R	6.00	5.00	3.00	2		Plateau	R	14.49	12.00	10.00	1	
							Lifeface	R	4.00	3.00	2.00	2		REVISED						Power Surge	R	3.00	3.00	2.00	2		
							Living Artifact	R	5.00	4.00	3.00	2									Primal Clay	R	3.00	3.00	2.00	4	
																								</			

Item	High	Med	Low	TR	+/-
Birds of Paradise	R 7.00	6.00	5.00	1	
Black Knight	U 1.50	1.00	0.75	2	
Black Mana Battery	R 4.00	3.00	2.50	1	
Black Vise	U 1.50	1.00	1.00	1	
Blessing	R 4.00	3.00	3.00	1	
Blue Mana Battery	R 4.00	3.00	2.50	1	
Bottle of Suleiman	R 3.00	3.00	2.00	1	
Bronze Tablet	R 4.00	3.00	2.00	1	
Carrian Ants	U 1.50	1.00	1.00	1	
Chaoslace	R 3.00	2.50	2.00	1	
Clockwork Avian	R 4.00	3.00	3.00	1	
Clockwork Beast	R 4.00	3.00	2.00	1	
Cockatrice	R 4.00	3.00	2.50	1	
Colossus of Sardia	R 5.00	4.00	3.00	1	
Control Magic	U 1.50	1.00	0.50	1	
CoP: Artifacts	U 1.50	1.00	0.75	1	
Coral Helm	R 3.00	3.00	2.00	1	
Cosmic Horror	R 4.00	3.00	2.95	1	
Crimson Manticores	R 4.00	3.00	2.50	2	
Crusade	R 6.00	5.50	5.00	2	0.50
Dancing Scimitar	R 3.00	3.00	2.00	1	
Deathlace	R 3.00	3.00	2.00	2	
Dingus Egg	R 4.00	3.00	3.00	2	
Disrupting Scepter	R 4.00	3.00	3.00	2	
Dragon Engine	R 3.00	3.00	2.00	1	
Drain Power	R 4.00	3.00	3.00	1	
Earthquake	R 5.00	4.00	3.00	1	1.00
Ebony Horse	R 4.00	3.00	2.00	2	
Elder Land Wurm	R 4.00	3.00	3.00	1	
El-Hajjaj	R 4.00	3.00	2.00	1	
Elvish Archers	R 4.00	3.00	3.00	1	
Eye for an Eye	R 3.29	3.00	2.00	2	
Flying Carpet	R 4.00	3.00	2.00	1	
Force of Nature	R 6.25	6.00	5.00	1	
Fungusaur	R 4.00	3.00	2.50	2	
Gaea's Liege	R 5.00	4.00	3.00	2	
Goblin King	R 5.00	4.00	3.50	1	
Greed	R 4.00	3.00	2.50	1	
Green Mana Battery	R 3.00	3.00	2.49	1	
Helm of Chazuk	R 3.00	3.00	2.00	1	
Howling Mine	R 6.00	5.00	4.50	4	
Hurky's Recall	R 3.00	3.00	2.00	2	
Hurr Jackal	R 3.00	3.00	2.00	1	
Hypnotic Specter	U 2.00	1.00	0.75	2	0.95
Inferno	R 4.00	3.00	3.00	1	
Island Fish Jasconius	R 4.00	3.00	2.00	2	
Island Sanctuary	R 4.00	3.00	2.50	2	
Ivory Tower	R 4.00	4.00	3.00	1	
Jade Monolith	R 4.00	3.00	2.00	1	
Jandar's Saddlebags	R 3.00	3.00	2.00	1	
Jayemdae Tome	R 4.00	3.00	3.00	2	0.95
Killer Bees	U 2.00	1.00	1.00	1	
Kormus Bell	R 4.00	3.00	2.00	1	
Land Tax	R 5.00	4.00	3.00	1	
Leviathan	R 5.00	4.00	3.50	1	
Lifelace	R 3.00	2.50	1.49	1	
Living Artifact	R 3.00	3.00	2.00	1	
Living Lands	R 4.00	3.00	2.00	1	
Lord of Atlantis	R 5.00	4.00	3.00	1	
Lord of the Pit	R 6.00	5.00	3.00	2	
Magical Hack	R 4.00	3.00	3.00	1	
Magnetic Mountain	R 3.00	3.00	2.00	1	
Mahamoti Djinn	R 6.00	5.00	4.50	1	
Mana Clash	R 4.00	3.00	2.00	1	
Mana Flare	R 5.00	4.00	3.00	1	
Mana Short	R 4.00	3.00	3.00	2	
Mana Vault	R 4.00	3.75	3.00	1	
Manabarbs	R 3.00	3.00	2.00	1	
Meekstone	R 4.00	3.99	3.00	1	0.01
Millstone	R 5.00	4.00	3.50	1	
Mind Twist	R 4.00	3.00	3.00	3	
Mishra's Factory	U 3.00	1.00	1.00	1	
Mishra's War Machine	R 3.00	3.00	2.00	1	
Nether Shadow	R 4.00	3.00	3.00	2	
Nevinyrral's Disk	R 7.00	6.00	5.00	1	
Nightmare	R 6.00	5.00	5.00	2	
Northern Paladin	R 5.00	4.00	3.00	1	
Onulet	R 3.00	3.00	2.00	2	
Personal Incarnation	R 4.00	3.00	3.00	1	
Pirate Ship	R 4.00	3.00	2.00	2	
Power Surge	R 4.00	3.00	2.00	2	
Primal Clay	R 3.00	3.00	2.00	1	
Psionic Entity	R 4.00	3.00	2.00	1	
Purelace	R 3.00	2.50	1.49	1	
Rag Man	R 4.00	3.00	2.50	1	
Rebirth	R 3.00	3.00	2.00	2	
Red Mana Battery	R 4.00	3.00	2.50	2	
Relic Bind	R 3.00	3.00	2.00	2	
Reverse Damage	R 4.00	3.00	3.00	2	
Righteousness	R 4.00	3.00	3.00	1	
Royal Assassin	R 11.99	10.00	8.00	1	
Savannah Lions	R 5.00	4.00	3.00	1	
Sengir Vampire	U 4.00	2.00	1.00	2	1.00
Serra Angel	U 5.99	4.00	1.00	3	
Shivan Dragon	R 15.00	13.95	9.00	2	0.95
Sleight of Mind	R 3.29	3.00	2.00	1	
Smoke	R 3.33	3.00	2.49	1	
Sorceress Queen	R 4.99	4.00	3.00	2	
Spirit Link	U 2.00	1.00	1.00	1	
Stasis	R 5.00	4.00	3.00	1	

Item	High	Med	Low	TR	+/-
Strip Mine	U 3.95	1.50	1.00	1	
Sunglasses of Urza	R 4.00	3.00	2.00	1	
Swords to Plowshares	U 1.50	1.00	1.00	2	
Sylvan Library	R 5.00	4.79	3.50	1	0.21
Tempest Ereet	R 3.00	3.00	2.00	2	
Tetravus	R 4.00	3.00	3.00	1	
The Hive	R 4.00	3.00	3.00	1	
Thoughtlace	R 3.00	3.00	2.00	1	
Timber Wolves	R 3.00	3.00	2.00	1	
Time Elemental	R 5.00	4.95	3.00	1	
Titania's Song	R 3.00	3.00	2.00	1	
Triskelion	R 4.00	3.00	3.00	2	
Urza's Avenger	R 4.00	3.00	3.00	2	
Verduran Enchantress	R 4.00	3.00	2.50	2	
Volcanic Eruption	R 3.00	3.00	2.00	2	
Warp Artifact	R 3.00	3.00	2.00	2	
Web	R 3.00	3.00	2.00	2	
White Knight	U 1.50	1.00	0.75	2	
White Mana Battery	R 4.00	3.00	2.50	1	
Will-O'-The-Wisp	R 5.00	5.00	3.00	4	
Winds of Change	R 4.00	3.00	3.00	2	
Winter Orb	R 5.00	4.50	3.00	4	
Wrath of God	R 7.00	7.00	5.00	1	
Xenic Pottergeist	R 4.00	3.00	2.00	1	
Zombie Master	R 4.00	3.00	3.00	1	

FIFTH EDITION				
Complete Set	\$300	\$250	\$225	4
Booster Pack	2.99	2.95	2.95	2
Booster Display	95.00	90.00	85.00	3
Starter Deck	9.95	8.99	8.95	3
Starter Display	95.00	95.00	90.00	3
Typical Common	0.25	0.15	0.10	1
Typical Uncommon	1.00	0.75	0.50	2
Adarkar Wastes	R \$5.00	\$4.00	\$3.00	2
Alkon Legionnaire	R 4.00	3.00	2.00	2
Aladdin's Ring	R 3.00	3.00	2.00	1
An-Hewwa Constable	R 3.00	3.00	2.00	1
Animate Wall	R 3.00	3.00	2.00	1
Ankh of Mishra	R 4.00	3.00	3.00	1
Armageddon	R 7.00	6.00	5.00	1
Aspect of Wolf	R 4.00	3.00	2.00	1
Bad Moon	R 6.00	5.00	4.00	2
Ball Lightning	R 9.00	8.00	6.00	2
Barf's Cage	R 3.00	3.00	2.00	2
Birds of Paradise	R 7.00	6.00	5.00	1
Black Knight	U 1.50	1.00	0.75	1
Blinking Spirit	R 5.00	4.00	3.00	1
Bottle of Suleiman	R 3.00	3.00	2.00	1
Bottomless Vault	R 4.00	3.00	3.00	1
Breeding Pit	U 1.50	1.00	0.50	1
Broken Visage	R 4.00	3.00	2.00	2
Brushland	R 5.00	4.95	3.00	2
Caribou Range	R 4.00	3.00	3.00	1
Carrian Ants	U 1.50	1.00	0.75	1
City of Brass	R 6.00	6.00	5.00	1
Clockwork Beast	R 3.00	3.00	2.00	2
Cockatrice	R 4.00	3.00	2.50	1
Colossus of Sardia	R 5.00	5.00	3.50	1
Coral Helm	R 3.00	3.00	2.00	2
Crimson Manticores	R 4.00	3.00	2.50	2
Crown of the Ages	R 4.00	3.00	3.00	2
Crusade	R 6.00	5.00	4.00	1
Dance of Many	R 3.00	3.00	2.00	2
Dancing Scimitar	R 3.00	3.00	2.00	2
Deflection	R 6.00	5.00	4.00	1
Derelict	R 4.00	3.00	2.00	1
Dingus Egg	R 4.00	3.00	2.00	1
Disrupting Scepter	R 4.00	3.00	2.50	1
Dragon Engine	R 3.00	3.00	2.00	1
Drain Power	R 3.49	3.00	2.50	1
Dwarven Hold	R 4.00	3.00	2.00	2
Earthquake	R 5.00	4.00	3.00	1
Elder Druid	R 4.00	3.00	2.95	1
Elkin Bottle	R 3.00	3.00	2.00	1
Elvish Archers	R 4.00	3.00	2.00	1
Eye for an Eye	R 3.00	3.00	2.00	1
Fallen Angel	U 1.50	1.00	0.50	2
Feroz's Ban	R 3.00	3.00	2.00	1
Flying Carpet	R 3.00	3.00	2.00	1
Force of Nature	R 6.00	5.00	4.00	2
Forget	R 3.00	3.00	2.00	2
Fungusaur	R 4.00	3.00	2.50	2
Game of Chaos	R 4.00	3.00	2.00	2
Gauntlets of Chaos	R 4.00	3.00	2.00	1
Goblin King	R 5.00	4.00	3.00	1
Goblin Warrens	R 4.00	3.00	2.50	1
Hezatonb	R 4.95	4.00	3.00	2
Helm of Chazuk	R 3.00	3.00	2.00	1
Hollow Trees	R 4.00	3.00	2.00	2
Howling Mine	R 6.00	5.00	4.00	2
Hurky's Recall	R 3.00	3.00	2.00	1
Icatian Store	R 3.00	3.00	2.00	1
Icatian Town	R 3.00	3.00	2.00	1
Inferno	R 4.00	3.00	3.00	2
Infinite Hourglass	R 3.33	3.00	2.00	1
Ironclaw Curse	R 3.00	3.00	2.00	1
Island Sanctuary	R 4.00	3.00	2.50	1

Item		High	Med	Low	TR	+/-
Jade Monolith	R	4.00	3.00	2.00	1	
Jalum Tome	R	3.33	3.00	2.00	2	
Jandar's Saddlebags	R	3.00	3.00	2.00	1	
Jayemdae Tome	R	4.00	3.00	3.00	1	
Jester's Cap	R	10.00	8.00	6.00	1	
Jokulhaups	R	5.25	5.00	4.00	1	
Juxtapose	R	3.00	3.00	2.00	2	
Karplusan Forest	R	5.00	4.00	3.00	1	
Killer Bees	U	2.00	1.00	0.75	2	
Kjeldoran Royal Guard	R	4.00	3.00	3.00	1	
Leviathan	R	5.00	4.00	3.00	2	
Lhurgoyf	R	6.00	5.00	3.00	2	
Living Artifact	R	3.00	3.00	2.00	1	
Living Lands	R	3.00	3.00	2.00	1	
Lord of Atlantis	R	5.00	4.00	3.00	1	
Lord of the Pit	R	6.79	5.00	4.00	1	
Magical Hack	R	4.00	3.00	3.00	1	
Magus of the Unseen	R	3.50	3.00	3.00	1	
Mana Clash	R	3.00	3.00	2.00	2	
Mana Flare	R	5.00	4.00	3.00	2	
Mana Vault	R	4.00	3.99	3.00	1	0.24
Manabarbs	R	3.00	3.00	2.00	2	
Meekstone	R	4.00	3.00	3.00	1	
Millstone	R	5.00	4.00	3.00	1	
Necropotence	R	6.00	5.00	4.00	1	
Nether Shadow	R	4.00	3.00	3.00	1	
Nevinyrral's Disk	R	6.79	5.95	4.50	2	
Nightmare	R	6.00	6.00	5.00	2	
Obelisk of Undoing	R	3.00	3.00	2.00	2	
Orchish Squatters	R	3.50	3.00	3.00	1	
Order of the Sacred Torch	R	3.33	3.00	3.00	2	
Orgg	R	4.00	3.00	3.00	1	
Pentagram of the Ages	R	3.95	3.00	3.00	1	
Personal Incarnation	R	4.00	3.00	3.00	2	
Pirate Ship	R	3.33	3.00	2.00	4	
Pox	R	5.00	3.00	3.00	1	
Primal Clay	R	3.00	3.00	2.00	2	
Primal Order	R	4.00	3.00	3.00	1	
Rag Man	R	3.00	3.00	2.00	2	
Recall	R	3.00	3.00	2.00	1	
Reverse Damage	R	4.00	3.00	3.00	1	
Righteousness	R	4.00	3.00	3.00	2	
Sand Silos	R	4.00	3.00	2.00	1	

Item		High	Med	Low	TR	+/	Item		High	Med	Low	TR	+/	Item		High	Med	Low	TR	+/	Item		High	Med	Low	TR	+/
Fervor	R	4.00	3.00	3.00	2		CHRONICALS						ARABIAN NIGHTS						Millstone	U3	8.00	6.00	4.00	2			
Final Fortune	R	6.00	5.00	4.00	4		Complete Set		\$100	\$100	\$75.00	2		Complete Set		\$1,000	\$850	\$500	4		Mishra's Factory (Fall)	U	9.00	8.00	5.00	3	1.00
Flash	R	4.00	3.00	3.00	1		Booster Display		105	91.00	80.00	2		Booster Display		1,000	1,000	1,000	5		Mishra's Factory (Spr)	C	8.00	6.00	2.00	3	1.00
Flying Carpet	R	3.00	3.00	2.00	1		Booster Pack		3.45	2.99	2.50	2	0.49	Booster Pack		125	100	90.00	4		Mishra's Factory (Smr)	U	8.00	8.00	5.00	3	
Forbidden Crypt	R	4.00	3.00	3.00	1		Typical Common		0.25	0.15	0.10	1		Typical Common		1.00	1.00	0.75	1		Mishra's Factory (Wtr)	U	12.00	9.00	5.00	4	1.00
Forget	R	4.00	3.00	2.00	1		Typical Uncommon		2.00	1.00	0.75	2		Typical Uncommon		6.00	5.00	3.00	2	1.00	Mishra's War Machine	U	4.00	3.00	2.00	1	
Goblin King	R	5.00	4.00	3.00	1									Mishra's Workshop							Mishra's Workshop	U	30.00	25.00	20.00	4	5.00
Goblin Warrens	R	4.00	3.00	3.00	1		Angelic Voices	U	\$4.00	\$3.00	\$2.00	1	0.50	Abu Ja Far	U3	\$8.00	\$4.00	\$3.00	1	4.00	Obelisk of Undoing	U	5.00	3.33	3.00	1	
Greed	R	4.00	3.00	2.00	1		Arcades Sabbath	U	5.00	4.00	2.50	2		Aladdin	U2	10.00	6.00	3.50	1		Ornith Mechanics	C4	1.00	0.50	0.30	2	
Griming Totem	R	6.00	5.00	4.00	4		Axelrod Gunnarson	U	3.00	2.00	1.00	1		Ali from Cairo	U2	90.00	85.00	55.00	4		Ornithopter	C4	1.00	0.50	0.30	2	
Hammer of Bogardan	R	12.00	10.00	8.00	5		Blood Moon	U	3.50	2.50	1.00	2	0.50	Army of Allah	C4	6.00	4.00	3.00	2		Phyrean Gremlins	C4	1.00	0.50	0.30	2	0.50
Hecatomb	R	4.00	3.00	3.00	2		Chromium	U	5.00	4.00	2.00	2	0.50	Bazaar of Baghdad	U3	20.00	16.00	12.75	2	4.00	Power Artifact	U3	5.00	4.00	3.00	1	
Howling Mine	R	6.00	5.00	4.00	1		City of Brass	U	8.00	6.75	6.00	1	0.20	Bird Maiden	C4	1.79	1.00	0.50	1		Powerleech	U3	4.00	3.59	3.00	1	0.41
Hurricane	R	4.00	3.00	2.00	1		Concordant Crossroads	U	3.25	2.25	1.00	1	0.25	Camel	C5	2.00	1.00	1.00	1	1.00	Priest of Yawgmoth	C4	1.00	0.50	0.30	2	
Icatian Town	R	4.00	3.00	3.00	1		Dakkon Blackblade	U	4.99	3.50	2.00	1		City in a Bottle	U2	15.00	14.00	8.00	2		Reconstruction	C4	1.00	0.50	0.25	2	
Illicit Auction	R	4.00	3.00	2.00	1		Ernam Djinn	U3	4.75	3.00	2.00	1		City of Brass	U3	25.00	20.00	18.00	4		Reverse Polarity	C4	1.00	0.50	0.25	2	
Infernal Contract	R	4.00	3.00	3.00	2		Feldon's Cane	C2	1.00	0.25	0.10	1	0.75	Dandan	C4	1.79	1.00	0.50	1		Rocket Launcher	U3	4.00	3.00	3.00	2	
Inferno	R	4.00	3.00	3.00	2		Gabriel Angelfire	U	3.00	2.00	1.00	2		Desert	C11	4.00	3.00	2.00	1		Sage of Lat-Nam	C4	1.00	0.50	0.30	2	
Jade Monolith	R	4.00	3.00	3.00	2		Gauntlets of Chaos	U	2.25	2.00	1.00	2		Desert Nomads	C5	2.69	2.00	1.00	1		Shapeshifter	U	4.00	3.00	3.00	1	
Jalum Tome	R	4.00	3.00	3.00	1		Hell's Caretaker	U	5.00	3.50	2.00	2	0.50	Diamond Valley	U2	65.00	60.00	48.00	3		Shatterstorm	U	5.00	3.00	3.00	1	2.00
Jayemdae Tome	R	4.00	3.00	3.00	2		Johan	U	3.59	2.00	1.00	2		Drop of Honey	U2	45.00	40.00	30.00	3	5.00	Staff of Zegon	C4	1.00	0.50	0.30	2	
Jokulhaups	R	6.00	4.00	4.00	4		Juxtapose	U	2.69	2.00	1.00	1		Elephant Graveyard	U2	35.00	30.00	25.00	2		Ship Mine (Narrow Steps)	U	10.00	8.00	5.00	3	1.00
Juxtapose	R	4.00	3.00	2.00	1		Land's Edge	U	4.00	3.00	1.00	2		Erg Raiders	C5	2.00	1.00	0.50	2		Ship Mine (Small Tower)	U	8.00	6.00	5.00	3	2.00
Karpulusen Forest	R	5.00	4.00	3.00	4		Nebuchadnezzar	U	4.00	3.00	2.00	1		Ernam Djinn	U2	25.00	25.00	15.00	4		Ship Mine (Wide Steps)	C	8.99	5.00	5.00	2	3.00
Kjeldoran Royal Guard	R	3.00	3.00	3.00	2		Nicol Bolas	U	5.00	4.75	2.50	2		Flying Men	C5	5.00	5.00	4.00	2		Ship Mine (Wide Steps Sky)	U	8.00	6.00	4.00	3	2.00
Library of Lat-Nam	R	4.00	3.00	3.00	1		Palladia-Mors	U	5.00	4.00	2.50	2		Ghazban Ogre	C4	2.00	1.00	0.50	2		Su-Chi	U3	5.00	4.00	3.00	2	1.00
Living Lands	R	3.00	3.00	2.00	4		Rubina Soulsinger	U	4.00	2.00	1.00	2		Guardian Beast	U2	67.99	50.00	50.00	3		Tablet of Ephyra	C4	1.00	0.50	0.30	2	
Lord of Atlantis	R	5.00	4.00	3.00	3		Serpent Generator	U	4.00	3.00	1.00	1		Hasran Ogress	C5	2.00	1.00	0.50	1		Tawmoss's Coffin	U	25.00	20.00	15.00	2	5.00
Mana Short	R	4.00	3.00	3.00	1		Softkisar the Swamp King	U	5.00	4.00	2.00	2		Hurr Jackal	C4	2.00	1.00	1.00	1	1.00	Tetras	U	6.00	5.00	4.00	2	
Manabars	R	4.00	3.00	2.00	4		Stang	U	2.50	2.00	1.00	1		Ill-Bill Efreet	U2	35.00	25.00	20.00	2	10.00	The Rack	U3	4.00	3.00	2.00	1	
Maro	R	6.00	5.00	4.00	4		The Wretched	U	5.00	3.00	1.00	1		Island of Wak-Wak	U2	40.00	35.00	28.00	3		Titania's Song	U3	4.00	3.00	2.00	1	0.33
Meekstone	R	4.00	3.00	3.00	1		Vaevictis Asnadi	U	5.00	4.00	3.00	1		Jandor's Ring	U2	6.29	5.00	3.00	1	1.00	Transmute Artifact	U3	4.00	3.00	3.00	1	1.00
Millstone	R	5.00	5.00	3.00	2		Yawgmoth Demon	U	4.00	2.00	1.00	2		Jandor's Saddlebags	U2	6.29	5.00	3.00	1	1.00	Triskelion	U	6.00	5.00	4.00	2	1.00
Nature's Resurgence	R	4.00	3.00	3.00	1		RENAISSANCE						Jihad	U2	45.00	32.00	27.00	3	1.33	Urza's Avenger	U	6.00	5.00	3.00	2		
Necrosavant	R	4.00	4.00	3.00	2	1.00	Complete Set		\$80.00	\$80.00	\$80.00	3		Junin Efreet	U2	8.00	6.00	3.00	2		Urza's Chalice	C4	1.00	0.50	0.30	2	
Nightmare	R	6.00	5.00	4.00	3		Booster Pack		3.00	3.00	3.00	2		Juzam Djinn	U2	175	160	125	5		Urza's Mine	C2	1.00	0.50	0.25	2	
Order of the Sacred Torch	R	4.00	3.00	3.00	1		Typical Card		0.25	0.25	0.20	1		Moorish Cavalry	U3	35.00	30.00	25.00	3	5.00	Urza's Miter	U	6.00	5.00	3.00	2	1.00
Pearl Dragon	R	5.00	4.00	3.00	1								Khalid Ghoul	U3	35.00	30.00	25.00	3	5.00	Urza's Power Plant	C	1.00	0.50	0.25	2		
Pentagram of the Ages	R	4.00	3.00	3.00	1		Ball Lightning		\$6.00	\$6.00	\$4.00	1		King Suleiman	U2	20.00	15.00	12.00	2	5.00	Urza's Tower	C2	1.00	0.50	0.25	2	
Polymorph	R	4.00	3.00	3.00	1		Black Mana Battery		1.00	1.00	1.00	2		Kind Ape	C5	4.00	2.50	1.00	3		Weakstone	U3	4.00	3.00	2.00	1	1.00
Primal Clay	R	3.00	3.00	2.00	1								Library of Alexandria	U3	125	100	80.00	5		Xenic Poltergeist	U3	4.00	3.00	2.00	1		
Psychic Transfer	R	4.00	3.00	3.00	1								Merchant Ship	U3	7.00	6.00	4.00	1	1.00	Yawgmoth Demon	U	8.00	6.00	4.00	1		
Rag Man	R	3.00	3.00	2.00	1								Metamorphosis	C5	1.39	1.00	0.50	1		Yotian Soldier	C4	1.00	0.50	0.25	2		

THE OUTER LIMITS

Dan Collins

My advice for trading is simple. First, I tell a customer to be aware of the rarity of a card before making a trade and to take into consideration the popularity of an individual card. If the customer's a player, he or she also needs to consider the card's strength in play. After that, customers receive fair trades as long as they feel that what they want is worth giving up an amount of value in cards that they determine to be reasonable. A fair trade doesn't necessarily have to be equivalent in card values as long as both traders are getting what they want out of it.

MIDWEST

Recall	R	4.00	3.00	3.00	3	Blue Mana Battery	1.00	1.00	1.00	2
Reckless Embermage	R	4.00	3.00	3.00	2	Carrian Ants	2.00	2.00	1.00	2
Relentless Assault	R	8.00	5.00	4.00	1	Clay Statue	1.00	1.00	0.25	3
Reverse Damage	R	4.00	3.00	2.00	3	Colossus of Sardia	1.00	1.00	0.25	2
Rowen	R	4.00	3.00	3.00	2	CoP: Artifacts	2.00	2.00	1.00	2
Sengir Autocrat	R	4.00	3.00	3.00	5	Coral Helm	1.00	1.00	0.25	2
Serenity	R	4.00	3.00	3.00	1	Cosmic Horror	1.00	1.00	0.25	1
Shatterstorm	R	4.00	3.00	2.00	1	Fellwar Stone	1.00	1.00	0.25	2
Sibilant Spirit	R	5.00	4.00	3.00	3	Greed	1.00	1.00	0.25	1
Snake Basket	R	5.00	4.00	3.00	2	Green Mana Battery	1.00	1.00	1.00	2
Storm Cauldron	R	4.00	3.00	3.00	3	Inferno	1.00	1.00	0.25	2
Stronghold Cabal	R	4.00	3.00	3.00	2	Ironclaw Orcs	1.00	1.00	0.25	2
Sulfurous Springs	R	5.00	5.00	4.00	4	Killer Bees	2.00	2.00	1.00	2
Sunweb	R	4.00	3.00	3.00	1	Land Tax	4.00	4.00	2.00	2
Tariff	R	4.00	3.00	2.00	5	Leviathan	2.00	2.00	0.25	2
Teferi's Puzzle Box	R	4.00	3.00	3.00	1	Mishra's Factory	4.00	4.00	2.00	2
The Hive	R	4.00	3.00	3.00	3	Rag Man	1.00	1.00	0.25	2
Tranquil Grove	R	4.00	3.00	3.00	5	Red Mana Battery	1.00	1.00	1.00	2
Uktabi Wildcats	R	4.00	3.00	3.00	4	Spirit Link	2.00	2.00	1.00	2
Underground River	R	5.00	4.00	3.00	1	Strip Mine	2.00	2.00	2.00	1
Vampiric Tutor	R	9.00	6.00	5.00	3	Sylvan Library	4.00	4.00	2.00	2
Verduran Enchantress	R	4.00	3.00	3.00	1	Tetras	2.00	2.00	0.25	2
Volcanic Dragon	R	7.00	6.00	4.00	1	Time Elemental	4.00	4.00	2.00	2
Waiting in the Weeds	R	4.00	3.00	3.00	1	Triskelion	2.00	2.00	0.25	2
Wand of Denial	R	4.00	3.00	3.00	1	Urza's Avenger	1.00	1.00	0.25	2
Wrath of God	R	7.00	6.00	5.00	5	Whirling Dervish	2.00	2.00	1.00	2
Wyluli Wolf	R	4.00	3.00	3.00	2	White Mana Battery	1.00	1.00	1.00	2
Zombie Master	R	4.00	3.00	3.00	2					
Zur's Weirding	R	4.00	3.00	3.00	3					

Item	High	Med	Low	TR	+	-
Ichneumon Druid	U	4.00	3.00	3.00	1	
Infemal Medusa	U	6.00	5.00	3.00	1	
Infinite Authority	R	12.00	10.00	5.00	2	
Invoke Prejudice	R	15.00	11.00	6.00	2	1.00
Jacques le Vert	R	12.00	10.00	8.00	2	
Jasmine Boreal	U	4.00	3.00	2.00	1	
Jedit Ojanen	U	5.00	4.00	3.00	1	
Jerrard of the Closed Fist	U	5.00	4.00	3.00	1	
Jovial Evil	R	15.00	11.00	7.00	2	
Karakas	U2	4.50	3.00	2.00	2	1.00
Kasimir the Lone Wolf	U	5.00	4.00	3.00	1	
Kismet	U	5.00	4.00	2.00	2	
Knowledge Vault	R	12.00	10.00	7.50	2	
Kobold Drill Sergeant	U	7.75	5.50	3.00	1	
Kobold Overlord	R	12.00	10.00	8.00	2	
Kobold Taskmaster	U	8.00	5.50	3.00	1	
Kry Shield	U	5.00	3.50	2.50	1	0.50
Lady Evangela	R	11.00	10.00	6.00	2	
Lady Orca	U	4.49	4.00	3.00	1	
Land Equilibrium	R	16.00	13.00	8.00	2	
Land Tax	U	8.25	6.75	3.00	3	0.25
Lesser Werewolf	U	5.00	4.00	3.00	1	
Life Chisel	U2	5.00	4.00	3.00	1	
Lifeflood	R	12.00	10.00	7.50	2	
Living Plane	R	25.00	20.00	14.00	2	
Livonya Silone	R	12.95	10.00	8.00	2	
Lord Magnus	U	4.25	4.00	3.00	1	
Mana Drain	U	40.00	35.00	20.00	4	2.50
Mana Matrix	R	11.95	10.00	7.00	2	
Marble Priest	U	4.29	3.00	3.00	1	1.00
Marhaunt Eldragon	U	5.00	4.00	2.50	1	
Master of the Hunt	R	23.95	18.00	14.00	2	
Mirror Universe	R	80.00	72.50	50.00	4	
Moat	R	50.00	40.00	30.00	4	2.25
Mountain Stronghold	U	4.00	3.00	2.00	1	
Mountain Yeti	U	4.00	2.69	2.00	1	
Nether Void	R	40.00	31.00	24.00	4	1.00
Nicol Bolas	R	18.00	12.00	6.00	3	
North Star	R	12.95	10.00	8.00	2	
Nova Pentacle	R	15.00	12.00	8.00	2	
Palladia-Mors	R	15.00	10.00	10.00	3	2.00
Part Water	U	4.00	3.00	2.00	1	
Pavel Maliki	U	4.00	3.00	2.00	1	
Pendelhaven	U2	5.00	4.00	3.00	2	
Pit Scorpion	C2	8.00	1.00	0.50	2	
Pixie Queen	R	12.00	8.00	1.00	2	2.00
Planar Gate	R	13.50	10.00	6.00	2	
Presence of the Master U	7.00	5.00	3.00	1		
Princess Lucrezia	U	4.00	3.00	2.00	1	
Psychic Purge	C	1.25	1.00	0.50	2	
Puppet Master	U	4.00	3.00	2.00	1	
Quarum Trench Gnomes R	11.99	10.00	5.00	2		
Rabid Wombat	U	5.00	4.00	2.00	1	
Ramirez DePietro	U	5.00	4.00	3.00	1	
Ramsey Overdark	R	15.00	12.00	9.00	2	
Rasputin Dreamweaver	R	12.00	10.00	6.00	2	
Recall	R	12.00	10.00	5.00	2	
Red Mana Battery	U	4.00	3.00	2.00	1	0.50
Relic Barrier	U2	5.00	4.00	2.00	2	
Relic Blind	U	4.00	3.00	2.00	1	
Reset	U	7.00	4.50	2.50	1	
Reverberation	R	14.95	10.00	6.00	2	2.00
Righteous Avengers	U	5.00	4.00	3.00	1	
Ring of Immortals	R	12.00	10.00	8.00	2	
Riven Turnbull	U	4.00	3.00	2.00	1	
Rohngah of Kher Keep	R	15.00	12.00	8.00	2	
Sea King's Blessing	U	4.00	3.00	2.00	1	
Seafarers' Quay	U	4.00	3.00	2.00	1	
Seeker	U	3.59	3.00	2.00	1	
Silhouette	U	5.00	3.00	3.00	1	
Sir Shandriel of Eberyin	U	4.00	3.00	2.00	1	
Siviri Scarzam	U	4.00	3.99	2.50	1	
Softkano the Swarming King R	14.00	10.00	7.00	3		
Spectral Cloak	U	8.00	5.00	2.50	1	
Spirit Villain	R	15.00	12.00	10.00	2	
Spirit Link	U	7.00	6.00	5.00	2	
Storm Seeker	U	6.00	4.00	2.00	1	
Storm World	R	12.00	10.00	7.50	2	
Sunastian Falconer	U	4.00	3.00	2.00	1	
Sword of the Ages	R	30.00	25.00	12.00	3	
Sylvan Library	U	8.00	7.00	4.50	3	
Sylvan Paradise	U	5.00	3.95	3.00	1	
Syphon Soul	C2	2.00	1.00	1.00	2	0.50
Taklemagott	U	4.00	3.00	2.00	1	
Tetsuo Unezawa	R	18.00	12.00	10.00	2	
The Abyss	R	60.00	50.00	40.00	4	
The Lady of the Mountain U	4.00	3.00	2.00	1		1.00
The Eldrad of Pinedale Vale R	25.00	20.00	18.00	4		
The Wretched	R	15.00	10.00	7.00	2	
Thunder Spirit	R	25.00	22.00	15.00	3	
Time Elemental	R	15.00	10.00	8.00	2	
Tobias Andron	U	5.00	3.00	2.00	1	
Tolaria	U2	4.29	3.95	2.50	2	0.05
Tor Wauki	U	4.00	3.00	2.00	1	
Torsten von Ursus	U	4.00	3.00	2.00	1	
Undertow	U	4.00	3.00	2.50	1	
Underworld Dreams	U	25.99	25.00	15.00	3	
Unholy Citadel	U	4.00	3.00	2.00	1	
Urborg	U2	5.00	4.00	3.00	2	
Ur-Draco	R	12.00	10.00	7.00	2	

Item	High	Med	Low	TR	+	-
Vaeictis Asmadi	R	15.49	10.00	7.00	2	2.00
Wall of Putrid Flesh	U	4.00	3.00	3.00	1	
Wall of Tombstones	U	4.00	3.00	2.00	1	
Whirling Dervish	U	5.00	4.00	2.00	2	
White Mana Battery	U	5.00	3.95	3.00	1	0.05
Winds of Change	U	5.00	4.00	3.00	1	

THE DARK						
Complete Set	\$200	\$200	\$95.00	3		
Booster Display	\$57	300	300	4		
Booster Pack	9.99	8.00	6.00	3		
Typical Common	0.25	0.25	0.19	2		
Typical Uncommon	2.00	2.00	1.00	1	0.50	

Amnesia	U2	\$4.00	\$3.00	\$2.00	3	
Angry Mob	U2	3.00	2.00	1.00	1	
Apprentice Wizard	U	2.09	2.00	1.00	1	
Ashes to Ashes	C3	0.50	0.25	0.20	2	
Ball Lightning	U	12.00	12.00	10.00	4	
Bar's Cage	U	3.00	2.00	2.00	1	
Blood Moon	U	5.00	4.00	2.00	2	
Bog Imp	C3	0.35	0.25	0.19	2	
Bog Rats	C3	0.50	0.25	0.19	2	
Brainwash	C3	0.35	0.25	0.19	2	
Carnivorous Plant	C3	0.35	0.25	0.19	2	
City of Shadows	U	4.00	3.00	2.00	1	
Cleansing	U	4.00	3.00	2.00	1	
Dance of Many	U	3.00	2.50	2.00	1	
Dark Heart of the Wood C3	0.50	0.25	0.19	1		
Drowned	C3	0.35	0.25	0.20	2	
Dust to Dust	C3	0.50	0.25	0.20	2	
Eater of the Dead	U2	3.00	2.00	2.00	1	
Elves of Deep Shadow U2	3.00	2.00	1.50	1		
Erosion	C3	0.35	0.25	0.15	2	
Eternal Flame	U	3.00	3.00	2.00	1	0.50
Exorcist	U	7.00	4.00	3.00	1	
Fellwar Stone	U2	3.00	2.00	2.00	1	
Festival	C3	0.50	0.25	0.20	2	
Fissure	C3	0.50	0.25	0.19	2	
Fountain of Youth	U2	2.50	2.00	1.00	1	
Frankenstein's Monster U	6.00	4.50	3.00	1	0.50	
Gaea's Touch	C3	0.50	0.25	0.19	2	
Ghost Ship	C3	0.50	0.25	0.20	2	
Goblin Caves	C3	0.49	0.25	0.20	2	
Goblin Digging Team C3	0.35	0.25	0.19	2		
Goblin Hero	C3	0.35	0.25	0.19	2	
Goblin Rock Sled	C3	0.35	0.25	0.19	2	
Goblin Shrine	C3	0.35	0.25	0.19	2	
Goblin Wizard	U2	5.00	3.50	2.00	1	0.50
Goblins of the Flarg C3	0.35	0.25	0.19	2		
Grave Robbers	U	3.50	3.00	2.00	1	
Hidden Path	U	4.00	3.00	2.00	1	
Holy Light	C3	0.35	0.25	0.19	2	
Inferno	U	4.00	3.00	3.00	1	
Inquisition	C3	0.35	0.25	0.19	2	
Knights of Thorn	U	4.00	3.00	2.00	1	
Land Leeches	C3	0.35	0.25	0.19	2	
Leviathan	U	6.00	5.00	4.00	2	
Lurker	U	3.00	3.00	2.00	1	1.00
Mana Clash	U	3.00	2.50	2.00	1	0.50
Mana Vortex	U	4.00	3.00	2.00	1	
Marsh Gas	C3	0.35	0.25	0.19	2	
Marsh Goblins	C3	0.35	0.25	0.19	2	
Marsh Viper	C3	0.35	0.25	0.19	2	
Martyr's Cry	U	3.00	3.00	2.00	1	
Maze of Ith	C	10.00	8.00	0.50	3	
Merfolk Assassin	U2	4.00	3.00	2.00	1	
Mind Bomb	U	2.79	2.00	1.00	1	
Miracle Worker	C3	0.35	0.25	0.19	2	
Morale	C3	0.35	0.25	0.19	2	
Murk Dwellers	C3	0.35	0.25	0.19	2	
Nameless Race	U	4.00	3.00	2.00	1	
Niall Shivan	U	3.00	3.00	2.00	1	0.50
Orc General	U2	2.69	2.00	1.00	1	0.05
Pikemen	C3	0.35	0.25	0.19	2	
Preacher	U	10.00	8.25	6.00	2	0.25
Psychic Allergy	U	4.00	3.00	2.00	1	
Rag Man	U	3.00	2.50	2.00	1	0.50
Reflecting Mirror	U2	3.00	2.00	1.50	2	
Safe Haven	U	3.95	3.00	2.00	1	
Savaen Elves	C3	0.35	0.25	0.19	2	
Scarecrow	U2	3.00	2.00	2.00	1	
Scarwood Bandits	U	4.00	3.00	2.00	1	
Scavenger Folk	C3	0.35	0.25	0.19	2	
Season of the Witch	U	4.00	3.00	2.00	1	
Skull of Orm	U2	4.00	3.00	2.00	1	1.00
Sorrow's Path	U	3.00	2.50	2.00	1	
Stone Calendar	U	5.00	3.00	2.00	1	
Sunken City	C3	0.35	0.25	0.19	2	
The Fallen	U2	2.29	2.00	1.00	1	
Tracker	U	5.00	4.00	2.00	2	
Venom	C3	0.35	0.25	0.19	2	
Wand of Ith	U2	3.00	2.50	2.00	1	
War Barge	U2	3.00	2.00	2.00	1	
Water Wurm	C3	0.35	0.25	0.19	2	
Witch Hunter	U	4.00	3.00	2.00	1	
Word of Binding	C3	0.35	0.25	0.19	2	
Worms of the Earth	U	4.00	3.00	2.00	1	0.50
Wormwood Treefolk	U	4.00	3.00	2.00	1	

Item		High	Med	Low	TR	+/
FALLEN EMPIRES						
Complete Set		\$50.00	\$50.00	\$40.00	2	
Booster Display		85.00	70.00	65.00	2	
Booster Pack		1.50	1.49	1.45	1	
Typical Common		0.25	0.15	0.10	2	0.05
Typical Uncommon		1.00	1.00	0.50	2	
Aeolipile	U	\$2.00	\$1.00	\$1.00	1	
Balm of Restoration	U	1.50	1.00	1.00	2	
Bottomless Vault	U	3.00	2.00	1.00	2	
Breeding Pit	U3	2.25	2.00	1.00	1	
Conch Horn	U	1.29	1.00	0.80	2	
Delif's Cube	U	1.25	1.00	1.00	2	
Derelor	U1	2.69	2.00	1.00	2	0.50
Draconian Cylif	U	2.00	1.00	1.00	2	
Dwarven Armorer	U	1.80	1.00	1.00	2	
Dwarven Hold	U	3.00	2.00	1.00	2	
Dwarven Ruins	U2	2.00	1.00	0.80	2	
Ebon Praetor	U1	2.75	2.00	1.00	2	
Ebon Stronghold	U2	2.00	1.00	1.00	2	
Elven Lyre	U	2.00	1.00	1.00	2	
Elvish Farmer	U	2.25	2.00	1.00	2	
Fungal Bloom	U	3.00	2.00	1.00	2	

Item		High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item		High	Med	Low	TR	+/	Item		High	Med	Low	TR	+/	
Sibilant Spirit	R	5.00	4.00	3.00	1		Typical Uncommon	1.00	0.75	0.50	1		Booster Pack		3.95	2.99	2.95	2	0.01	Caldera Lake	R	5.00	4.00	3.50	2		
Skeleton Ship	R	4.00	3.00	3.00	1								Typical Common		0.25	0.15	0.10	1	0.05	Chill	U	1.50	1.00	0.70	2		
Snow Fortress	R	4.00	3.00	2.50	1		Arcane Denial	C4	\$0.50	\$0.25	\$0.10	2		Typical Uncommon		1.00	1.00	0.50	1		Coffin Queen	R	5.00	4.00	4.00	2	
Spoils of Evil	R	4.00	3.00	2.50	1		Baldurian Horde	R	15.00	10.00	10.00	3								Commander Greven #Vec	R	8.00	5.50	4.00	2		
Spoils of War	R	4.00	3.00	2.50	1		Baldurian Trading Post	R	5.00	5.00	4.00	1		Aku Djinn	R	\$5.00	\$4.00	\$3.00	2		Corpse Dance	R	5.00	5.00	4.00	3	
Staff of the Ages	R	4.00	3.00	2.00	1		Diminishing Returns	R	5.00	4.00	3.00	2		Anvil of Bogardan	R	5.00	4.00	3.00	2		Counterspell	C	0.34	0.25	0.10	1	
Stampede	R	4.00	3.00	2.50	1		Exile	R	5.00	5.00	4.00	1		Archangel	R	8.00	7.00	5.00	2		Cursed Scroll	R	20.00	15.00	13.00	5	
Storm Spirit	R	4.00	3.00	3.00	1		Force of Will	U	3.00	2.95	1.00	2		Bogardan Phoenix	R	5.00	3.00	3.00	2	1.00	Death Pits of Rath	R	5.00	4.00	3.00	1	
Stormbind	R	5.00	4.00	3.00	3		Gargantuan Gorilla	R	4.50	4.00	3.00	1		Chronatog	R	5.00	4.00	3.00	2		Dirtcowl Wurm	R	5.50	5.00	4.00	2	
Stromgald Cabal	R	4.00	3.00	3.00	1	0.50	Heart of Yavimaya	R	5.00	4.00	3.25	2		City of Solitude	R	8.00	6.00	4.00	3		Dismiss	U	1.50	1.00	0.70	2	
Stunted Growth	R	4.00	3.00	3.00	1		Helm of Obedience	R	10.00	8.00	6.00	2		Creeping Mold	U	2.00	1.00	1.00	2		Dracoplasm	R	5.00	4.00	3.00	1	
Sulfurous Springs	R	5.00	5.00	4.50	3		Ivory Gargoyle	R	6.00	5.00	3.00	2		Desertion	R	6.00	5.00	4.00	2		Dregs of Sorrow	R	5.00	4.00	3.00	1	
Swords to Plowshares	U	2.00	1.00	1.00	2		Kaysa	R	5.00	4.49	3.00	1	0.51	Firestorm Hellkite	R	7.25	5.00	4.00	1		Earthcraft	R	5.00	4.00	3.00	2	
Thermokarst	U	1.50	1.00	0.75	2		Kjeldoran Outpost	R	10.00	10.00	6.00	4		Griffin Canyon	R	5.00	3.50	3.00	1	0.50	Echo Chamber	R	5.00	4.00	3.00	1	
Timberline Ridge	R	4.00	3.00	2.50	1		Lake of the Dead	R	10.00	8.99	7.00	4	0.01	Honorable Passage	U	1.25	1.00	0.75	1		Eladamri, Lord of Leaves	R	6.00	5.00	4.00	1	
Time Bomb	R	4.00	3.00	3.00	1		Library of Lat-Nam	R	5.00	4.00	3.00	1		Natural Order	R	5.00	4.00	3.00	2		Eladamri's Vineyard	R	8.00	6.00	5.00	4	
Underground River	R	5.00	5.00	4.00	3		Lord of Tresserhorn	R	6.00	5.00	4.00	1		Necrossavant	R	5.00	4.00	3.00	1		Emerald Medallion	R	5.00	4.00	3.00	2	
Vexing Arcanix	R	5.00	3.00	3.00	1	0.50	Pillage	U	2.50	2.00	1.00	1		Nekrataal	U	2.00	1.00	1.00	2	1.00	Extinction	R	5.00	4.00	3.00	1	
Whitigo	R	4.00	3.00	2.50	1		Ritual of the Machine	R	5.00	4.00	3.00	1		Pillar Tombs of Aku	R	5.00	4.00	3.00	1		Field of Souls	R	4.50	4.00	3.00	1	
Zuran Orb	U	2.75	1.00	1.00	1	1.00	Sheltered Valley	R	4.50	3.00	3.00	1		Prosperity	U	1.99	1.00	1.00	1		Furnace of Rath	R	6.00	5.00	4.00	2	
Zur's Weirding	R	4.00	3.00	2.00	2		Soldevi Digger	R	5.00	4.00	3.00	2	1.00	Quicksand	U	1.50	1.00	1.00	1		Gerrard's Battle Cry	R	5.00	4.00	3.00	1	

EMERALD CITY COMICS

Stuart Bracken

NORTHWEST

The advice I give my customers is to know your cards and what you want. I consider it a fair trade if both parties are happy with the swap. Unfortunately, I find kids who trade Pokémon cards get ripped off the most. My most basic advice—common for common, rare for rare, foil for foil.

HOMELANDS

Complete Set	\$75.00	\$59.00	\$45.00	2	
Booster Display	95.00	89.25	65.00	2	0.74
Booster Pack	1.99	1.75	1.75	1	0.04
Typical Common	0.25	0.15	0.10	2	0.05
Typical Uncommon	1.50	1.00	0.75	2	

Anaba Ancestor	U	\$2.00	\$1.50	\$1.00	2	0.50
Anaba Spirit Crafter	U	2.50	1.00	1.00	2	
An-Havva Constable	U	2.00	1.50	1.00	2	
An-Zerin Ruins	U	2.50	1.50	1.00	2	0.50
Apocalypse Chine	U	2.00	1.49	1.00	2	0.49
Autumn Willow	U	7.00	5.99	4.00	3	0.01
Aysen Crusader	U	2.00	1.50	1.00	2	
Aysen Highway	U	3.00	1.50	1.00	2	
Baki's Curse	U	2.00	1.50	1.00	2	0.50
Baron Sengir	R	7.25	6.49	4.50	2	0.51
Beast Walkers	U	2.00	1.00	1.00	2	
Black Carriage	U	2.00	1.49	1.00	2	0.49
Broken Visage	U	2.00	1.95	1.00	2	
Chain Stasis	U	2.00	1.00	1.00	2	
Daughter of Autumn	U	2.50	1.49	1.00	2	0.49
Didgeridoo	U	3.00	1.75	1.00	1	0.25
Dwarven Pony	U	2.00	1.25	1.00	2	0.25
Dwarven Sea Clan	U	2.00	1.49	1.00	2	0.49
Faerie Noble	U	3.00	2.00	1.00	2	
Feroz's Ban	U	2.00	1.49	1.00	2	0.49
Forget	U	2.00	1.00	1.00	2	
Grandmother Sengir	U	3.00	2.00	1.00	2	
Hazdurr the Abbot	U	2.00	1.50	1.00	2	
Heart Wolf	U	2.00	1.49	1.00	2	0.49
Ihsan's Shade	U3	2.00	1.50	1.00	2	
Ironclaw Curse	U	2.00	1.29	1.00	2	0.29
Koskun Falls	U	2.00	1.00	1.00	2	
Leeches	U	2.00	1.00	1.00	2	
Mammoth Harness	U	2.00	1.00	1.00	2	
Marjhan	U	2.50	2.00	1.00	2	
Mystic Decree	U	3.00	2.00	1.00	2	
Narwhal	U	2.00	1.50	1.00	2	
Primal Order	U	4.00	3.00	1.00	2	
Reveka, Wizard Savant	U	2.00	1.49	1.00	2	0.49
Rysorian Badger	U	2.00	1.25	1.00	2	0.25
Sengir Autocrat	U	3.00	2.50	1.00	1	
Serra Aviary	U	3.00	2.00	1.00	2	
Serrated Arrows	C	1.00	0.25	0.10	1	
Soraya the Falconer	U	2.00	1.50	1.00	2	
Timmerian Fiends	U	2.00	1.00	1.00	2	
Truce	U	2.00	1.50	1.00	2	0.50
Velldrane of Sengir	U	3.00	1.50	1.00	2	
Wall of Kelp	U	2.00	1.00	1.00	2	
Willow Priestess	U	3.00	1.50	1.00	2	
Winter Sky	U	2.00	1.00	1.00	2	

ALLIANCES

Complete Set	\$185	\$165	\$150	4	
Booster Display	150	150	145	3	
Booster Pack	4.99	4.00	3.95	3	
Typical Common	0.25	0.15	0.10	2	

Soldevi Excavations	R	5.00	4.00	4.00	2	0.50
Storm Cauldron	R	5.00	4.00	3.00	1	
Sustaining Spirit	R	5.00	4.00	3.00	1	
Thawing Glaciers	R	10.00	8.00	6.00	4	
Tornado	R	3.00	3.00	2.00	1	
Varchild's War-Riders	R	5.00	4.00	3.00	1	
Whirling Catapult	R6	3.00	2.50	1.00	1	

MIRAGE

Complete Set		\$225	\$200	\$120	3	
Booster Display		95.00	90.00	80.00	3	
Booster Pack		2.99	2.99	2.95	2	
Starter Display		99.99	95.00	90.00	3	
Starter Deck		9.00	8.99	8.95	3	
Typical Common		0.25	0.15	0.10	2	0.05
Typical Uncommon		1.00	1.00	0.50	2	
Bazaar of Wonders	R	\$4.50	\$4.00	\$3.00	2	
Cadaverous Bloom	R	6.00	5.00	4.00	3	
Canopy Dragon	R	6.00	5.00	4.00	2	
Catacomb Dragon	R	6.50	5.00	4.00	2	
Celestial Dawn	R	8.00	6.00	5.00	2	
Charcoal Diamond	U	1.50	1.00	1.00	2	
Crimson Hellkite	R	9.00	7.49	5.00	2	0.49
Dissipate	U	2.00	1.00	0.75	2	
Enlightened Tutor	U	2.00	1.00	1.00	1	
Final Fortune	R	8.00	5.00	4.00	2	
Fire Diamond	U	1.50	1.00	1.00	2	
Forsaken Wastes	R	5.00	4.50	3.00	2	
Freneitic Efreet	R	5.00	4.00	3.00	4	0.50
Griming Totem	R	10.00	8.00	5.00	3	
Hammer of Bogardan	R	15.00	12.00	10.00	4	
Marble Diamond	U	1.50	1.00	1.00	2	
Maro	R	7.00	6.00	5.00	3	
Mist Dragon	R	6.00	5.99	4.00	3	
Moss Diamond	U	1.50	1.00	1.00	2	
Mystical Tutor	U	2.00	1.00	1.00	1	
Natural Balance	R	5.00	4.00	3.00	3	
Null Chamber	R	4.50	4.00	3.00	1	
Pearl Dragon	R	6.00	5.00	4.00	2	
Phyrexian Dreadnought	R	8.00	7.00	5.00	3	
Sacred Mesa	R	8.00	6.00	4.00	2	
Shallow Grave	R	4.50	4.00	3.00	2	
Sky Diamond	U	1.50	1.00	1.00	1	
Spirit of the Night	R	8.00	6.00	4.00	3	
Stupor	U	1.50	1.00	0.75	1	
Taniwha	R	4.50	4.00	3.00	2	
Teeka's Dragon	R	6.50	5.00	4.00	2	
Tombstone Stairwell	R	5.00	4.00	3.00	2	
Volcanic Dragon	R	7.00	6.00	5.00	3	
Wildfire Emissary	U	1.50	1.00	0.75	1	
Worldly Tutor	U	1.50	1.00	1.00	2	
Zirilan of the Claw	R	5.00	4.00	3.00	1	
Zuberi, Golden Feather	R	4.50	3.25	3.00	1	0.25

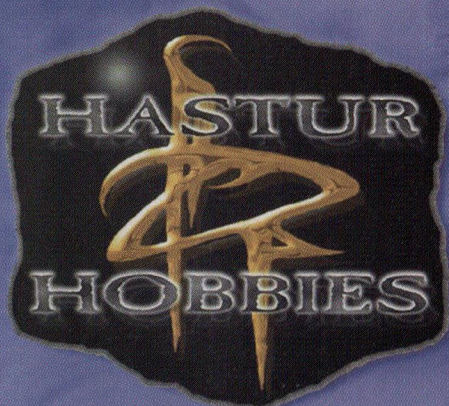
VISIONS

Complete Set	\$150	\$150	\$149	3	
Booster Display	110	92.99	85.00	3	6.01

WEATHERLIGHT

Complete Set		\$175	\$165	\$150	3	
Booster Display		95.00	90.00	85.00	3	
Booster Pack		3.00	2.99	2.95	1	
Typical Common		0.25	0.15	0.10	1	
Typical Uncommon		1.00	1.00	0.50	1	
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Abeysence	R	\$8.00	\$6.50	\$5.00	3	0.50
Aboroth	R	5.00	4.00	3.00	2	
Æther Flash	U	1.79	1.00	0.75	1	
Alabaster Dragon	R	6.00	5.00	4.00	1	
Ancestral Knowledge	R	5.00	4.00	3.00	2	
Bösium Strip	R	5.00	4.00	3.00	1	
Bubble Matrix	R	5.00	4.00	3.00	2	
Call of the Wild	R	5.00	4.00	3.00	2	
Debt of Loyalty	R	4.50	4.00	3.00	2	
Dense Foliage	R	4.50	4.00	3.00	2	
Doomsday	R	5.00	4.00	3.00	2	
Fervor	R	5.00	4.00	3.00	2	0.50
Firestorm	R	6.00	5.00	4.00	3	
Gaea's Blessing	U	2.00	1.00	0.75	2	
Gallowbraid	R	4.50	4.00	3.00	2	
Gemstone Mine	U	2.00	1.00	1.00	3	
Heart of Bogardan	R	5.00	4.00	3.00	2	
Hidden Horror	U	1.29	1.00	0.75	1	
Infernal Tribute	R	4.50	4.00	3.00	1	
Lotus Vale	R	11.00	8.00	6.00	3	0.99
Mana Web	R	5.00	4.00	3.00	2	
Maraxus of Keld	R	6.00	5.00	4.00	2	
Morinfen	R	4.50	4.00	3.00	2	
Orchid Settlers	U	1.29	1.00	0.50	1	
Paradigm Shift	R	4.50	3.00	3.00	1	0.49
Peacekeeper	R	4.50	4.00	3.00	2	
Pendrell Mists	R	5.00	4.00	3.00	2	
Scorched Ruins	R	5.00	4.00	3.00	2	
Serenity	R	4.50	4.00	3.00	2	
Southern Paladin	R	5.00	4.00	3.00	2	
Thundermere	R	8.00	7.00	5.99	2	
Tranquil Grove	R	5.00	4.00	3.00	2	
Wave of Terror	R	4.50	3.00	3.00	2	
Well of Knowledge	R	5.00	4.00	3.00	2	
Winding Canyons	R	5.00	4.00	3.00	1	
Xanthic Statue	R	5.00	4.00	3.00	2	

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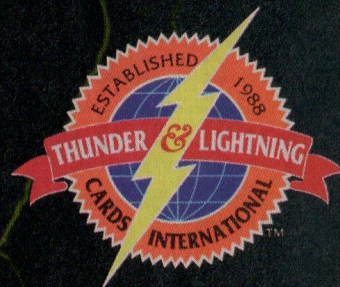
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SANCTIONED TOURNAMENTS

Prices are subject to change • No cancellations on pre-orders • All sales are final

Item	High	Med	Low	TR	+/-	Item	High	Med	Low	TR	+/-	Item	High	Med	Low	TR	+/-
Silver Wyvern	R	5.00	4.00	3.00	3	Arc Lightning	C	0.35	0.25	0.10	1	Phyrexian Colossus	R	6.00	5.00	4.00	2
Silver Queen	R	10.00	10.00	7.00	4	Arcane Laboratory	U	1.50	1.00	0.50	2	Phyrexian Processor	R	5.00	5.00	4.00	4
Solitari Champion	R	5.00	4.00	3.00	2	Argothian Enchantress	R	5.00	5.00	4.00	3	Phyrexian Tower	R	5.00	4.00	3.00	2
Spike Feeder	U	1.29	1.00	0.50	2	Argothian Wurm	R	6.00	5.00	4.00	3	Pouncing Jaguar	C	0.35	0.20	0.10	1
Spitting Hydra	R	5.00	4.00	3.00	2	Attunement	R	5.00	4.00	3.00	2	Power Sink	C	0.30	0.20	0.10	1
Stronghold Assassin	R	5.00	4.00	3.00	3	Back to Basics	R	5.00	4.00	3.00	2	Priest of Titania	C	0.35	0.20	0.10	1
Volrath's Laboratory	R	5.00	4.00	3.00	1	Barrin, Master Wizard	R	5.00	4.00	3.00	2	Rejuvenate	C	0.30	0.20	0.10	1
Volrath's Shapeshifter	R	4.95	4.00	3.00	1	Catalog	C	0.35	0.20	0.10	1	Remembrance	R	5.00	4.00	3.00	2
Volrath's Stronghold	R	6.00	6.00	5.00	3	Catastrophe	R	6.00	5.50	5.00	3	Reprocess	R	5.00	4.00	3.00	3
Wall of Blossoms	U	2.00	1.00	0.75	3	Child of Gaea	R	6.00	5.00	4.00	3	Rewind	C	0.29	0.20	0.10	1
Warrior Angel	R	5.95	5.00	3.00	2	Chimeric Staff	R	5.00	4.00	3.00	2	RoP-Artifacts	U	4.00	3.00	1.25	2
EXODUS						Citanul Centaurs	R	5.00	4.00	4.00	4	RoP-Red	C	4.00	3.00	1.75	1
Complete Set		\$165	\$150	\$95.00	4	Citanul Flute	R	5.00	4.00	3.00	2	Serra Avatar	R	15.00	12.00	8.00	5
Booster Display		93.00	89.00	85.00	4	Citanul Hierophants	R	5.00	4.00	3.00	2	Serra's Sanctum	R	5.50	4.50	4.00	2
Booster Pack		2.99	2.99	2.95	3	Congregate	C	0.34	0.20	0.10	1	Shivan Gorge	R	5.00	4.00	4.00	2
						Contamination	R	5.00	4.00	3.00	2	Shivan Hellkite	R	8.00	6.00	5.00	3
						Crater Hellion	R	6.00	6.00	4.99	3	Show and Tell	R	5.00	5.00	4.00	4

IVORY & STEEL

Jason Lewis

The best advice I can give is to get a pricing guide. There are numerous price guides on the market. Get one, and use it to know the value of your cards. I have a price guide in my store that anyone can use. This means that when people come into the store, I can show them the value of their cards. I'll also answer questions over the phone as to what a fair deal would be in a trade.

In addition, it saddens me that there are adults out there who prey upon the younger players of the *Pokémon* and *Magic TCGs*. They take advantage of the younger kids in trades and then gloat about it to others. If you're one of these people, do us all a favor and get out of trading card games. You're ruining it for the rest of the enthusiasts.

SOUTH

Typical Common	0.25	0.10	0.10	1	Dark Hatchling	R	5.00	4.00	3.00	3	
Typical Uncommon	1.00	0.90	0.50	2	Dark Ritual	C	0.30	0.20	0.10	1	
Cataclysm	R	\$10.00	\$7.00	\$6.00	5	Disruptive Student	C	0.29	0.20	0.10	1
City of Traitors	R	5.00	4.00	3.00	2	Drifting Djinn	R	5.00	4.00	3.00	4
Coat of Arms	R	9.00	7.00	5.00	3	Duress	C	0.30	0.20	0.10	1
Dominating Licid	R	5.00	5.00	3.50	4	Eastern Paladin	R	5.00	4.00	3.00	2
Ephemeron	R	5.00	4.00	3.00	2	Electryte	R	5.00	4.00	3.00	2
Equilibrium	R	6.00	5.00	3.00	2	Elite Archers	R	5.00	4.00	3.00	2
Erratic Portal	R	5.00	4.00	3.00	2	Endless Wurm	R	6.00	5.00	4.00	3
Ertai, Wizard Adept	R	8.00	7.00	5.00	3	Energy Field	R	6.00	5.00	3.50	3
Exalted Dragon	R	5.00	5.00	4.00	2	Exploration	R	5.00	4.00	3.00	2
Forbidden	U	1.70	1.00	0.80	2	Expunge	C	0.30	0.20	0.10	1
Hatred	R	8.00	6.50	5.00	4	Fault Line	R	5.00	4.00	3.00	3
Limited Resources	R	5.00	4.50	4.00	1	Fertile Ground	C	0.35	0.20	0.10	1
Memory Crystal	R	5.00	4.00	3.00	1	Fluctuator	R	5.00	4.00	3.00	2
Mind Over Matter	R	6.00	5.00	3.00	2	Gaea's Cradle	R	12.00	9.00	7.00	4
Mirri, Cat Warrior	R	6.00	5.00	4.00	3	Gamble	R	5.00	4.00	3.00	2
Null Brooch	R	6.00	5.50	4.00	3	Gilded Drake	R	5.00	4.00	3.00	3
Oath of Druids	R	10.00	7.00	5.00	4	Glorious Anthem	R	7.00	5.50	4.00	3
Oath of Ghosts	R	5.00	4.00	3.00	4	Goblin Matron	C	0.30	0.20	0.10	1
Oath of Scholars	R	5.00	4.00	3.00	1	Goblin Patrol	C	0.30	0.20	0.10	1
Ogre Shaman	R	5.00	4.00	3.00	2	Goblin Raider	C	0.30	0.20	0.10	1
Paladin en-Vec	R	7.00	6.00	5.00	5	Goblin War Buggy	C	0.30	0.20	0.10	1
Pandemonium	R	7.00	6.00	5.00	3	Grafted Skullcap	R	5.00	4.00	3.00	2
Pit Spawn	R	5.00	4.00	3.99	1	Great Whale	R	5.00	5.00	4.00	4
Plaguebearer	R	5.00	4.00	3.00	1	Greater Good	R	5.00	4.00	3.00	2
Recurring Nightmare	R	6.99	5.00	4.50	5	Heat Ray	C	0.35	0.20	0.10	1
Seismic Assault	R	5.00	5.00	4.00	3	Herald of Serra	R	5.00	4.75	3.50	2
Sphere of Resistance	R	5.00	4.00	3.00	1	Hermetic Study	C	0.30	0.20	0.10	1
Spike Weaver	R	6.00	5.00	4.00	5	Horseshoe Crab	C	0.30	0.20	0.10	1
Survival of the Fittest	R	8.00	6.00	5.00	5	Ill-Gotten Gains	R	5.00	4.00	3.00	3
URZA'S SAGA					Imaginary Pet	R	5.00	3.00	3.00	2	
Complete Set		\$300	\$150	\$120	3	Intrepid Hero	R	5.00	4.00	3.00	2
Booster Display		\$77.00	\$89.00	\$85.00	3	Karn, Silver Golem	R	5.00	5.00	4.00	3
Booster Pack		2.99	2.99	2.95	2	Lay Waste	C	0.30	0.20	0.10	1
Starter Display		100	95.00	90.00	3	Lifeline	R	8.00	6.00	5.00	4
Starter Deck		9.99	9.99	9.29	2	Lightning Dragon	R	8.00	7.00	5.50	4
Typical Common		0.25	0.10	0.10	1	Lotus Blossom	R	6.00	5.00	4.00	3
Typical Uncommon		1.00	1.00	0.50	1	Metronome	R	5.00	4.00	3.00	2
Abundance	R	\$6.00	\$5.00	\$4.00	4	Mishra's Helix	R	5.00	4.00	3.00	4
Abyssal Horror	R	5.00	4.00	3.00	2	Monk Realist	C	0.30	0.20	0.10	1
Acridian	C	0.30	0.20	0.10	1	Morphling	R	6.00	5.00	4.00	3
Angelic Chorus	R	6.00	5.00	4.00	3	Noetic Scales	R	5.00	4.00	3.00	2
Annul	C	0.35	0.20	0.10	1	Opal Archangel	R	5.00	4.00	3.00	2
						Opal Titan	R	5.00	4.00	3.00	2
						Pariah	R	5.00	4.00	4.00	3
						Persecute	R	6.00	5.00	4.00	4
						Pestilence	C	0.30	0.20	0.10	1

URZA'S DESTINY

Complete Set		\$150	\$125	\$95.00	4
Booster Pack		2.99	2.99	2.99	3
Booster Display		95.00	90.00	85.00	3
Typical Common		0.25	0.10	0.10	1
Typical Uncommon		1.00	1.00	0.50	
Academy Rector	R	\$5.00	\$4.00	\$3.00	5
Ancient Silverback	R	5.00	4.00	3.00	4
Apprentice Necromancer	R	5.00	4.00	3.00	3
Attrition	R	5.00	4.00	3.00	3
Aura Thief	R	5.00	4.00	3.00	4
Blizzard Elemental	R	5.00	4.00	3.00	3
Bloodshot Cyclops	R	5.00	4.00	3.00	3
Body Snatcher	R	5.00	3.00	3.00	3
Covetous Dragon	R	8.00	6.00	5.00	5
Donate	R	5.00	3.00	3.00	3
Elvish Piper	R	5.00	4.00	4.00	3
Emperor Crocodile	R	7.50	6.00	4.99	5
False Prophet	R	6.75	5.00	4.00	3
Goblin Marshal	R	5.00	3.99	3.00	5
Junk Diver	R	5.00	3.00	3.00	3
Master Healer	R	5.00	4.00	3.00	3
Masticore	R	10.00	8.00	5.00	3
Metalworker	R	5.00	4.00	3.00	4
Opalescence	R	5.00	4.00	3.00	5
Opposition	R	5.00	5.00	4.00	3
Pattern of Rebirth	R	5.00	4.00	3.00	3
Phyrexian Negator	R	5.00	5.00	4.00	4
Plow Under	R	5.00	4.00	3.00	3
Powder Keg	R	8.00	6.00	5.00	4
Rapid Decay	R	5.00	3.00	3.00	3
Rayne, Academy Chancellor	R	5.00	4.00	3.00	4
Repercussion	R	5.00	3.00	3.00	3
Replenish	R	6.00	5.00	3.99	4
Rofellos, Linowar Ensign	R	6.25	5.49	5.00	4
Screaming Glass	R	5.00	3.99	3.00	3
Storage Matrix	R	5.00	4.00	3.00	4
Temporal Adept	R	5.49	4.00	4.00	3
Tethered Griffin	R	5.00	4.00	3.00	4
Thorn Elemental	R	7.00	6.00	5.00	5
Thran Golem	R	5.00	4.00	3.00	4
Treachery	R	6.00	5.00	3.99	4
Urza's Incubator	R	5.00	4.00	3.00	3
Wake of Destruction	R	5.49	4.00	3.00	4
Yavimaya Hollow	R	6.00	5.00	4.00	4
Yavimoth's Bargain	R	9.00	8.00	7.00	5

URZA'S DESTINY (FOIL SUBSET)

Complete Set		\$2,300	\$2,000	\$60.00	5
Typical Common		3.95	3.00	2.00	2
Typical Uncommon		8.00	5.00	5.00	1
Ancient Silverback	R	\$24.00	\$16.00	\$10.00	4
Covetous Dragon	R	40.00	20.00	13.00	5
Elvish Piper	R	24.00	15.00	10.00	4
Emperor Crocodile	R	35.00	20.00	10.00	5
Eradicate	U	10.00	7.00	5.00	4
False Prophet	R	28.00	15.00	10.00	4
Flame Jet	C	4.00	3.00	2.00	4
Hunting Moa	U	8.95	6.00	5.00	4
Indescent Drake	U	8.95	6.00	4.00	4
Keldon Vandals	C	4.00	3.00	2.00	4
Masticore	R	50.00	20.00	15.00	4
Opalescence	R	24.00	15.00	10.00	5
Phyrexian Negator	R	25.00	19.95	10.00	4
Plated Spider	C	4.00	3.00	2.00	4
Powder Keg	R	35.00	20.00	12.00	4
Private Research	U	10.00	6.00	4.00	4
Ravenous Rats	C	4.00	3.00	2.00	4
Reckless Abandon	C	5.00	3.00	2.00	4
Replenish	R	25.00	20.00	10.00	4
Rescue	C	4.00	3.00	2.00	4
Rofellos, Linowar Ensign	R	25.00	20.00	10.00	4
Rofellos's Gift	C	4.00	3.00	2.00	4
Scent of Brine	C	4.00	3.00	2.00	4
Scent of Cinder	C	4.00	3.00	2.00	4
Scent of Ivy	C	4.00	3.00	2.00	4
Scent of Jasmine	C	4.00	3.00	2.00	4
Scent of Nightshade	C	4.00	3.00	2.00	4
Serra Advocate	U	10.00	6.00	4.00	4
Sigil of Sleep	C	4.00	3.00	2.00	4
Slithering Horror	C	4.00	3.00	2.00	4
Splinter	U	8.95	6.00	5.00	4
Squirming Mass	C	4.00	3.00	2.00	4
Taunting Elf	C	4.00	3.00	2.00	4
Thieving Magpie	U	12.00	8.00	5.00	4
Thorn Elemental	R	30.00	20.00	10.00	5
Thran Dynamo	U	10.00	6.00	4.00	4
Treachery	R	30.00	20.00	12.00	4

Item	High	Med	Low	TR	+/-
Wake of Destruction R	22.00	19.95	10.00	4	0.05
Wall of Glare C	4.00	3.00	2.00	4	
Yavimaya Elder C	4.00	3.00	2.00	4	
Yavimaya Hollow R	25.00	19.95	10.00	4	0.05
Yawgmoth's Bargain R	50.00	30.00	13.00	5	

MERCADIAN MASQUES

Complete Set	\$225	\$225	\$175	3	
Booster Pack	3.29	3.29	3.00	4	
Booster Display	100	95.00	90.00	4	
Tournament Deck	9.99	9.99	9.50	3	
Tournament Display	105	105	90.00	3	
Typical Common	0.25	0.15	0.10	1	0.05
Typical Uncommon	1.00	1.00	0.50	1	

Aerial Caravan R	\$5.00	\$4.00	\$3.00	4	
Bargaining Table R	5.00	4.00	3.00	4	
Battle Squadron R	5.00	4.00	3.00	5	
Bifurcate R	5.00	4.00	3.00	5	
Black Market R	5.00	4.00	3.00	4	
Blood Oath R	5.00	4.00	3.00	4	
Brawl R	5.00	4.00	3.00	5	
Bribery R	8.00	6.00	5.00	5	
Caller of the Hunt R	5.00	4.00	3.00	4	
Cateran Overlord R	5.25	5.00	3.00	5	
Cateran Slaver R	5.00	4.00	3.00	4	
Cave-In R	5.00	4.00	4.00	5	
Charisma R	5.00	4.00	3.99	5	
Cho-Arrim Bruiser R	5.00	4.00	3.00	3	
Cho-Manno, Revolutionary R	5.00	5.00	3.00	5	
Clear the Land R	5.00	4.00	3.00	4	
Collective Unconscious R	6.00	5.00	4.00	5	
Conspiracy R	5.00	4.00	3.00	4	
Cornered Market R	5.00	4.00	3.00	4	
Cowardice R	5.00	4.00	3.00	4	
Crackdown R	5.00	4.00	3.00	5	
Crumbling Sanctuary R	5.00	4.00	3.00	5	
Dawnstrider R	5.00	4.00	4.00	4	
Delraich R	5.99	5.00	3.00	5	1.00
Dust Bowl R	7.00	5.00	4.00	5	
Eye of Ramos R	5.00	4.00	3.00	4	
Forced March R	5.00	4.00	3.00	4	
Foster R	5.00	4.00	3.00	4	
Fountain Watch R	5.00	4.00	3.00	4	1.00
Game Preserve R	5.00	4.00	3.00	4	
General's Regalia R	5.00	4.00	3.00	3	
Heart of Ramos R	5.00	4.00	3.00	4	
Honor the Fallen R	5.00	4.00	3.00	4	
Horn of Plenty R	5.00	4.00	3.00	4	
Horn of Ramos R	5.00	4.00	3.00	4	
Ivory Mask R	7.00	5.00	4.00	5	
Jhovall Queen R	5.00	4.00	3.00	5	
Lava Runner R	5.00	4.00	3.00	4	
Lithophage R	5.00	4.00	3.00	4	
Magistrate's Scepter R	5.00	5.00	3.00	5	
Megatherium R	5.00	4.00	3.00	4	
Mercadian Atlas R	5.00	4.00	3.00	5	
Midnight Ritual R	5.00	4.00	3.00	4	
Misdirection R	6.00	5.00	4.00	5	1.00
Monkey Cage R	5.00	4.00	3.00	4	
Natural Affinity R	5.00	4.00	3.00	4	
Notorious Assassin R	5.00	4.00	3.00	5	
Overtaker R	5.00	4.00	3.00	5	
Pangosaur R	5.00	4.00	2.99	4	
Power Matrix R	5.00	4.00	3.00	4	
Reverent Mantra R	5.00	4.00	3.00	4	1.00
Rishadan Port R	8.00	5.00	4.00	4	
Rushwood Elemental R	6.00	5.00	4.00	5	
Saprazzan Heir R	5.00	4.00	3.00	3	
Seismic Mage R	5.00	4.00	3.00	4	
Silent Assassin R	5.00	4.00	3.00	4	1.00
Skull of Ramos R	5.00	4.00	3.00	4	
Spiritual Focus R	5.00	4.00	3.00	4	
Spontaneous Generation R	5.00	4.00	4.00	5	
Squee, Goblin Nabob R	10.00	9.00	5.00	5	
Squeeze R	5.00	4.00	3.00	4	
Tectonic Break R	5.00	4.00	3.00	4	
Thieves' Auction R	5.00	4.00	3.00	4	
Thrashing Wumpus R	5.00	4.00	3.00	5	
Tidal Kraken R	6.00	5.00	3.00	5	
Tooth of Ramos R	5.00	4.00	3.00	4	
Trade Routes R	5.00	4.00	3.00	4	
Two-Headed Dragon R	10.00	8.00	5.00	5	
Unmask R	5.00	4.00	3.00	4	
Vernal Equinox R	5.00	4.00	3.00	4	
War Tax U	1.49	1.00	0.50	2	
Wave of Reckoning R	6.00	4.00	3.00	5	
Worry Beads R	6.00	4.00	3.00	5	

MERCADIAN MASQUES (FOIL SUBSET)

Typical Common	3.00	2.50	2.00	1	
Typical Uncommon	5.00	5.00	4.00	1	
Afterlife U	\$1.00	\$1.00	\$4.00	2	
Arms Dealer U	6.00	5.00	4.00	2	

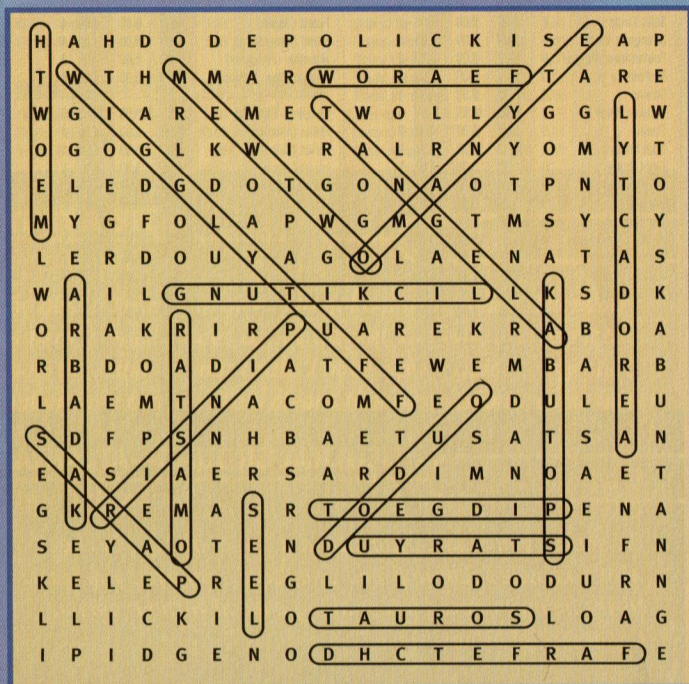
Arrest U	6.00	5.00	4.00	2	
Ballista Squad U	6.00	5.00	4.00	2	1.00
Barbed Wire U	6.00	5.00	4.00	2	
Battle Squadron R	18.00	15.00	10.00	5	
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Bribery R	25.00	20.00	10.00	5	5.00
Cackling Witch U	6.00	5.00	4.00	2	
Cateran Enforcer U	6.00	5.00	4.00	2	
Cateran Kidnappers U	6.00	5.00	4.00	2	
Cateran Overlord R	17.00	15.00	10.00	5	
Cateran Summons U	6.00	5.00	4.00	2	
Cautious Wasps U	6.00	5.00	4.00	2	
Chambered Nautilus U	6.00	5.00	4.00	2	
Chameleon Spirit U	6.00	5.00	4.00	2	
Charmed Griffin U	6.00	5.00	4.00	2	
Cho-Arrim Legate U	6.00	5.00	4.00	2	
Cho-Manno, Revolutionary R	20.00	14.95	10.00	5	
Cinder Elemental U	6.00	5.00	4.00	2	
Close Quarters U	6.00	5.00	4.00	2	
Coastal Piracy U	6.00	5.00	4.00	2	
Collective Unconscious R	20.00	15.00	10.00	5	
Counterspell C	4.00	2.50	1.00	1	0.50
Credit Voucher U	6.00	5.00	4.00	2	
Crenellated Wall U	6.00	5.00	4.00	2	
Customs Depot U	6.00	5.00	4.00	2	
Dark Ritual C	4.00	2.50	1.00	1	0.50
Deadly Insect C	3.95	2.00	1.00	1	0.50
Deathgazer U	6.00	5.00	4.00	2	
Deepwood Legate U	6.00	5.00	4.00	2	
Deepwood Tattv U	6.00	5.00	4.00	2	
Desert Twister U	6.00	5.00	4.00	2	
Diplomatic Escort U	6.00	5.00	4.00	2	
Disenchant C	4.00	2.50	1.00	1	0.50
Dust Bowl R	25.00	14.95	10.00	5	
Energy Flux U	6.00	5.00	4.00	2	
Enslaved Horror U	6.00	5.00	4.00	2	
False Demise U	6.00	5.00	4.00	2	
Flailing Ogre U	6.00	5.00	4.00	2	
Forest C	4.00	2.50	1.00	1	0.50
Fountain of Cho U	6.00	5.00	4.00	2	
Ghoul's Feast U	6.00	5.00	4.00	2	
Glowing Anemone U	6.00	5.00	4.00	2	
Groundskeeper U	6.00	5.00	4.00	2	
Hammer Mage U	6.00	5.00	4.00	2	
Haunted Crossroads U	6.00	5.00	4.00	2	
Henge Guardian U	6.00	5.00	4.00	2	
Henge of Ramos U	6.00	5.00	4.00	2	
High Seas U	6.00	5.00	4.00	2	
Hired Giant U	6.00	5.00	4.00	2	
Hunted Wumpus U	6.00	5.00	4.00	2	
Ignoble Soldier U	6.00	5.00	4.00	2	
Indebted Djinn U	6.00	5.00	4.00	2	
Intimidation U	6.00	5.00	4.00	2	
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Island C	4.00	2.50	1.00	1	0.50
Ivory Mask R	20.00	15.00	10.00	5	
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Jhovall Rider U	6.00	5.00	4.00	2	
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Kyren Negotiations U	6.00	5.00	4.00	2	
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Last Breath U	6.00	5.00	4.00	2	
Ley Line U	6.00	5.00	4.00	2	
Lumbering Satyr U	6.00	5.00	4.00	2	
Lure U	6.00	5.00	4.00	2	
Magistrate's Veto U	6.00	5.00	4.00	2	
Mercadia's Downfall U	6.00	5.00	4.00	2	
Mercadian Bazaar U	8.00	5.00	4.00	2	
Misdirection R	25.00	15.00	10.00	5	2.00
Molting Harpy U	6.00	5.00	4.00	2	
Mountain C	4.00	2.50	1.00	1	0.50
Noble Purpose U	6.00	5.00	4.00	2	
Ogre Taskmaster U	6.00	5.00	4.00	2	
Panacea U	6.00	5.00	4.00	2	
Plains C	4.00	2.50	1.00	1	0.50
Pretender's Claim U	6.00	5.00	4.00	2	
Primeval Shambler U	6.00	5.00	4.00	2	
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Putrefaction U	6.00	5.00	4.00	2	
Quagmire Lamprey U	6.00	5.00	4.00	2	
Rain of Tears U	6.00	5.00	4.00	2	
Ramosian Captain U	6.00	5.00	4.00	2	
Ramosian Commander U	6.00	5.00	4.00	2	
Renounce U	6.00	5.00	4.00	2	
Revive U	6.00	5.00	4.00	2	
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Rishadan Port R	20.00	14.95	10.00	5	
Robber Fly U	6.00	5.00	4.00	2	
Rock Badger U	6.00	5.00	4.00	2	
Rushwood Elemental R	20.00	15.00	10.00	5	5.00
Rushwood Grove U	6.00	5.00	4.00	2	
Rushwood Legate U	6.00	5.00	4.00	2	
Saber Ants U	6.00	5.00	4.00	2	
Salmonger U	6.00	5.00	4.00	2	
Saprazzan Breaker U	6.00	5.00	4.00	2	
Saprazzan Cove U	6.00	5.00	4.00	2	
Saprazzan Legate U	6.00	5.00	4.00	2	

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Stamina U	6.00	5.00	4.00	2	
Story Circle U	6.00	5.00	4.00	2	
Strongarm Thug U	6.00	5.00	4.00	2	
Subterranean Hangar U	6.00	5.00	4.00	2	
Sustenance U	6.00	5.00	4.00	2	
Swamp C	4.00	2.50	1.00	1	0.50
Tectonic Break R	19.00	14.95	10.00	5	0.05
Thwart U	6.00	5.00	4.00	2	
Tidal Kraken R	16.00	15.00	10.00	5	
Timid Drake U	6.00	5.00	4.00	2	
Tonic Peddler U	6.00	5.00	4.00	2	
Toy Maker U	6.00	5.00	4.00	2	
Trap Runner U	6.00	5.00	4.00	2	
Two-Headed Dragon R	35.00	25.00	10.00	5	
Venomous Breath U	6.00	5.00	4.00	2	
Volcanic Wind U	6.00	5.00	4.00	2	
War Cadence U	6.00	5.00	4.00	2	
War Tax U	7.00	5.00	4.00	3	
Warmonger U	6.00	5.00	4.00	2	
Warpath U	6.00	5.00	4.00	2	
Wishmonger U	6.00	5.00	4.00	2	
Word of Blasting U	6.00	5.00	4.00	2	

Item	High	Med	Low	TR	+
Incinerate	12.00	10.00	10.00	4	
Island	5.00	4.00	3.00	3	
Mountain	5.00	4.00	3.00	3	
Plains	5.00	4.00	3.00	3	
Swamp	5.00	4.00	3.00	3	
APAC Lands					
Complete 'Red' Set	\$22.00	\$22.00	\$20.00	5	
Plains (Japan)	6.00	5.00	5.00	4	
Forest (Japan)	5.00	5.00	4.00	4	
Island (Hong Kong)	5.00	5.00	4.00	4	
Mountain (Philippines)	5.00	5.00	4.00	4	
Swamp (New Zealand)	5.00	5.00	4.00	4	
Complete 'Blue' Set	\$22.00	\$20.00	\$15.00	5	2.00
Plains (Australia)	5.00	5.00	4.00	4	
Forest (China)	5.00	5.00	4.00	4	
Island (Japan)	5.00	5.00	4.00	4	
Mountain (Taiwan)	5.00	5.00	4.00	4	
Swamp (Japan)	5.00	5.00	4.00	4	
Complete 'Clear' Set	\$22.00	\$20.00	\$15.00	5	2.00
Plains (China)	5.00	5.00	4.00	4	
Forest (Korea)	5.00	5.00	4.00	4	
Island (Indonesia)	5.00	5.00	4.00	4	
Mountain (Japan)	5.00	5.00	4.00	4	
Swamp (Singapore)	5.00	5.00	4.00	4	

Gotta Find 'Em All

(from page 30)



We're Not So Different!

(from page 31)

1. All have a Pokémon Power
2. All are 1st Edition cards or all are Basic Pokémon
3. All have 50 HP
4. All are from Base Set 2
5. All are 1'8" Long or all are common cards
6. All are magazine promo cards
7. All have Weakness to Psychic
8. All have Resistance

Last Laugh

(from page 32)

1. **Play Bill.** Draw Double Colorless Energy and Bill.
2. **Play Bill.** Draw Super Energy Removal and Revive.
3. **Play Super Energy Removal.** Discard the Double Colorless Energy attached to Chansey. Discard two Fighting Energy from Evan's Primeape.
4. **Play Revive.** Take Kangaskhan from your discard pile and put it on your bench with 4 damage counters.
5. **Play Scoop Up.** Return Kangaskhan to your hand. You want Kangaskhan to be undamaged just in case Evan somehow draws a Pluspower on his next turn.
6. **Put Kangaskhan on your bench.**
7. **Retreat Tauros.** Discard the two energy attached to Tauros. Choose Kangaskhan as your new Active Pokémon.
8. **Attach an Energy card to Kangaskhan.** It doesn't matter which one. You only need one Energy for Fetch.
9. **Play Defender.** Attach it to Spearow. If Evan manages to draw four Pluspowers somehow during his next turn, this will protect Spearow from being Knocked Out.
10. **Use Kangaskhan's Fetch Attack.** Draw the Water Energy. Your turn ends.
11. **Evan takes his turn.** With no hand, Evan must draw Gust of Wind to switch one of your Benched Pokémon with Kangaskhan. Even if Evan can draw Gust of Wind, none of his Pokémon can Knock Out any of your Pokémon in one turn.
12. **Start your next turn and draw your last card.** It is Impostor Professor Oak.
13. **Play Impostor Professor Oak.** Evan shuffles the one card in his hand into his deck and draws seven cards. There are no cards left in Evan's deck.
14. **Evan takes his turn.** Evan cannot draw a card, so you win!



SOLUTION TO

FADING G L O R Y !

1 Tap all four swamps, all three plains, all four forests, and two mountains to add eight black (four used as generic), six white (four used as generic) and four red (two used as generic) mana.

2 Use four generic mana and remove four counters from Ancient Hydra to deal 4 damage to Mike.

Mike is now at 34 life.

Mike hums a few bars of "Raindrops Keep Falling on My Head."

3 Use two white and two generic mana to play Parallax Wave.

4 Remove three counters from Parallax Wave to remove your Phyrexian Prowler, Woodripper, and Ancient Hydra from the game.

5 Use two black and two generic mana to play Stronghold Discipline. Stronghold Discipline causes

Mike to lose 7 life as he has seven creatures in play (Flint Golem, Flowstone Thopter, Rusting Golem, Rathi Fiend, Belbe's Percher, Oraxid, and Blastoderm).

Mike is now at 27 life.

"Ah," Mike says, "almost down to twenty."

6 Use two black and two generic mana to play Death Pit Offering. As you have no creatures in play, you do not need to sacrifice any.

7 Use one red and one generic mana to play Shrieking Mogg. This taps all of Mike's creatures.

Mike makes a silly comment about tap-dancing. Anyone making a pun that bad deserves to lose.

8 Sacrifice your Seal of Cleansing to destroy your Parallax Wave. All your creatures (Phyrexian Prowler, Woodripper, and Ancient Hydra)

return to play with their full allotment of fading counters.

9 Use one generic mana, and tap and sacrifice Parallax Inhibitor to put an extra fade counter on each of your creatures.

10 Use five generic mana and remove five counters from Ancient Hydra to deal 5 damage to Mike.

Mike is now at 22 life.

11 Use one red and one generic mana to play Flowstone Strike on your Phrexian Prowler. It is now a 6/4 creature with haste until end of turn. (3/3 with +2/+2 from Death Pit Offering and +1/-1 from Flowstone Strike.)

12 Remove four counters from Phyrexian Prowler to give it +4/+4 until end of turn. It is now a 10/8 creature.

13 Attack with your Phyrexian Prowler and your Shrieking Mogg. Mike is unable to block because his creatures are all

tapped. You deal 11 damage to Mike.

Mike is now at 11 life.

14 Tap your two remaining mountains to add four red mana (three used as generic) to your mana pool.

15 Use one generic mana and remove the last counter from Ancient Hydra to deal 1 damage to Mike.

Mike is now at 10 life.

16 Use one red and two generic mana to play Rupture. Sacrifice your Phyrexian Prowler. Rupture deals 10 damage to both you and Mike and to all the creatures in play other than Mike's Belbe's Percher. This destroys all the creatures.

You are now at 1 life, and Mike is at 0 life.

Thirty-eight damage in one turn. That's gotta be frustrating.

SOLUTION TO
PROOF

POSITIVE!

CARD #1

Card is **Accumulated Knowledge** not Ancestral Knowledge.
Card is an **instant** not a sorcery.
Card is **not targeted**. Only the caster may draw the cards.
The flavor text should read, "There are secrets within **secrets**."

CARD #2

Cards costs 3*, not 2*.
Card has **Fading 4**, not **Fading 3**.
The counters are **fade** counters, not phase counters.
The fade counters are removed during the player's **upkeep**, not turn.
The card is **sacrificed**, not destroyed.
The card's ability can prevent damage to creatures and **players**, not just creatures.

CARD #3

Card costs 4, not 5.
Card's card type is **Artifact Creature — Golem**, not just Artifact Creature.
Card puts top **three** cards in library in graveyard, not top four.
The word "his" should be phrase "his or her."
Card's power is **2**, not 3.
The illustration is by **Lou Harrison**, not Ben Thompson.

CARD #4

Laccolith is spelled with two cs.
Card's creature type is **beast**, not lizard.
Card's ability triggers when the card is blocked, not when it is unblocked.
If blocked, the card can only redirect its damage to **creatures**, not creatures and players.
The flavor text should read, "They leave a trail of ashes and sorrow."

CARD #5

Card costs 1, not 2.
The art for the card is of **Mind Swords**, not Mind Slash.
Card's activation cost is 1 and sacrifice a creature, not just sacrifice a creature.
Card's ability can only target an **opponent**, not a player.
Card text is missing "**Play this ability only if you could play a sorcery.**"

CARD #6

Card is a **wurm**, not a worm.
Card has **trample**.
Card requires players to **reveal the cards** they get out of their library.
Card text is missing "**If you do, shuffle your library.**"
Card has a toughness of **3**, not 4.
Card is illustrated by **rk Post**, not Mark Zug.

CARD #7

Card costs 1, not 2.
Card's creature type is **Spellshaper**, not Wizard.
Card's activation cost is 1, not 1.
Card's effect only lasts until **end of turn**.
Flavor text should read, "I can **all** what cures you."
Card is a 1/1, not 2/2.

CARD #8

The **art** for the card is of Sivvi's Valor, not Sivvi's Ruse.
Card's alternative play cost requires the opponent to have a **mountain**, not a swamp.
Card text is missing "**and you control** a plains."
Card ability only works on creatures **you control**.

CARD #9

The **art** for the card is of Stronghold Machinist, not Stronghold Biologist.
Flavor text should read, "**He twists the laws of nature until they scream.**"
Card's toughness should be **1**, not 2.
Card is illustrated by **Terese Nielsen**, not Kev Walker.

0 corrections
YOU'RE FIRED! Security escorts you out.
1-2 corrections
You're fired with a miniature severance package (bus fare).
3-10 corrections
Reprimanded with two weeks mandatory overtime.
11-20 corrections
You can blame it on your coworker and snake out of it.
21-30 corrections
You are just doing your job. Business as usual.
31-40 corrections
People often come to you to read something before they send it off. Good job!
41-44 corrections
You save the company thousands of dollars and get a fat raise.
45-46 corrections
You should get divine status for all the immaculate corrections!
47 corrections!
Stunned silence.



Phyrexian Valentine

Ah. Love.

True love.

Doesn't it just suck?

Yes, I, too, have loved and lost, just like all of you weak, imperfect fleshlings. Of course, I was forced to slay the object of my affection to complete my transformation into tier-A villainy. Will you be so lucky? Maybe, if you follow...*

Crovax's Five-Step Guide to Romance

1 The Approach

People might tell you that looks mean everything, and they're half-right. But **nothing will heighten your appeal to the opposite sex/species like trapping them, preferably in a little magical necklace.** Chicks really dig that, especially if it's a shiny necklace.

2 First Contact

Okay, you're lookin' good, and hopefully, you've got your future sweetheart trapped in a magical amulet. At the very least, you're holding her in a hastily dug pit in your backyard. Time to make your next move: asking for a real date! By now, this shouldn't take too much convincing. If you're not that confident about your chances, however, try showing her a beloved pet and/or family member whom you've conveniently taken captive. **Remember, love means that sometimes you need to take a hostage.**

3 The Date

By now you've convinced your captive honey pie to join you on a date. Where to go, what to do? First, **take the necessary precautions to ensure your date doesn't flee.** Duct tape is always a sound idea. Recommended date locations include cemeteries, morgues, a real live execution, or the supermall.

4 The Follow-Through

Even the first date, if properly carried out, will end in some sugar. Remember, "no" means "no," "yes" means "no," and "no" sometimes means "yes." Yup, it's really that simple. And don't forget to use that hostage if necessary!

5 The Tender Trap

By now you've made a lot of progress down the road of romance. But what if you actually find yourself in a *relationship*? I like to keep things fresh by mixing it up a little. Try **grafting parts of your ex-girlfriends onto the new one** (I never throw anything away). Bring home a bouquet of severed heads from the office. And nothing will light up your true love's eyes like several more eyes (in a variety of colors) in a heart-shaped box!

There ya go! Now remember, I'm an evil, evil bastard and some of these tricks might not work in your home plane. But don't worry. They will soon enough.

**The Evincar's
Guaranteed
Sure-Fire
Pick-Up
Lines**

"Love me or die, sweet-cheeks."

"Guess who's got Springsteen tickets!"

"You've got lovely skin...may I eat it?"

"You look just like the first girl I ever had tortured."

"They call it 'flowstone,' I like to call it 'luvstone.'"

"I could look into your eyes forever, if you'd let me pluck them out and put them in a jar."

"Whoah, *you're* gonna leave a graft."

"Once you've had 'Vax, you'll never go back."

"Yes, this is an enormous battle-axe in my pocket, but I am happy to see you."

"Hey, baby, what's your spine?"

*Offended? Of course you are.

Fortunately for you sensitive types, "BackDeck" now has a complaint department! Please address "BackDeck"-oriented complaints, concerns, observations, and recipes to "My Butt, c/o TopDeck Magazine, P.O. Box 707, Renton, WA 98057." Please make sure that you've completely overreacted, missed the joke, and taken this whole hack-job column way too seriously before you start writing. **Thanks for playing!**

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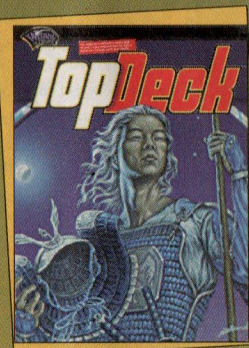
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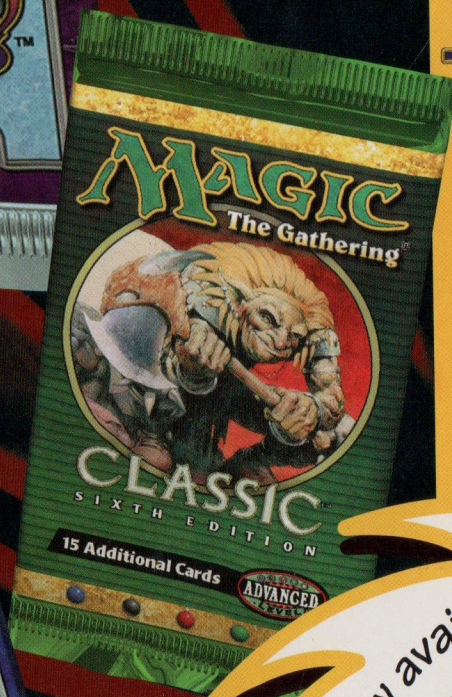
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